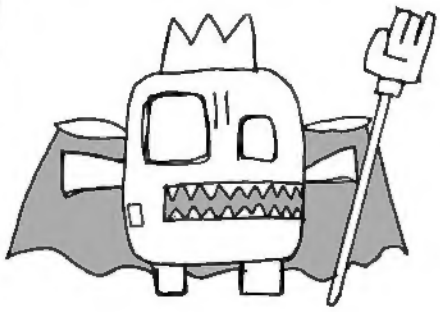
アングリークッキーキング

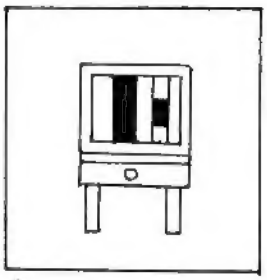
angry cookie king



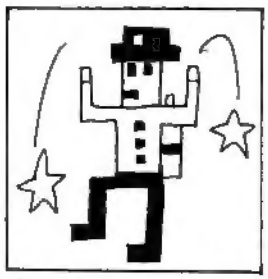
Cookie was angry.
He was angry about cookies being mixed, cut, baked, and killed.
However, no cookie would rise up against the humans.

One day, Amta the Moon Goddess baked 24 cookies
for her little sister, Surta the Earth Goddess.
However, Amta's hand slipped, dropping one cookie and splitting it.
As a result, only 23 cookies remained.
The goddesses enjoyed the cookies together one by one,
until one odd cookie was left.
The elder goddess tried to give it to her little sister,
as the younger goddess also tried to give it to her big sister.
Both moved by the other's action,
they threw the remaining cookie out of the window for the Earth birds to eat.

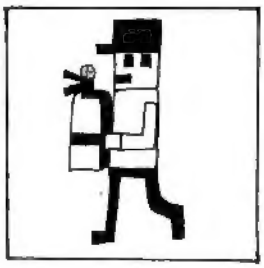
Thus, the angry Cookie King was born.
He immediately created a massive empire and set in motion
his plans to take his revenge against the humans...



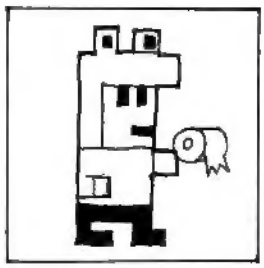
End Table Guy
A human who was turned into an end table. Is attempting to escape Mad Island.



Meteomancer
A madman who throws shooting stars. Acts in groups.



Fireman
A madman who always carries a fire extinguisher. Fears fire more than anything in the world.

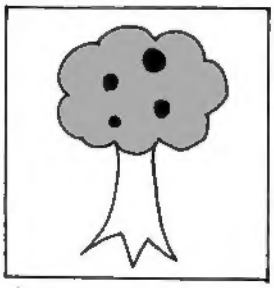


Crocodude
A crocodile that was turned into a human. Unintelligent and violent.

Cookie King

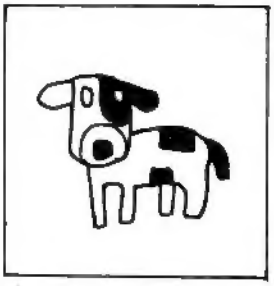
The king of the cookies and master of the madman army created from the sludge of Mad Island, who seeks to conquer the human world. His weapon is the magic wand, "Slippery Fingertips of the Goddess".

Crocodude



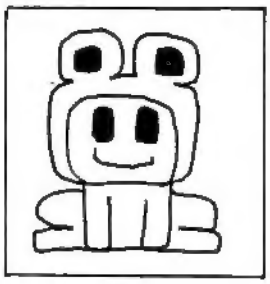
Tree Guy

A human who was turned into a tree. Has a strong sense of justice.



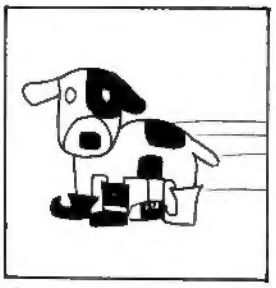
Cowman

A human who was turned into a cow. Doesn't really remember human language all that well.



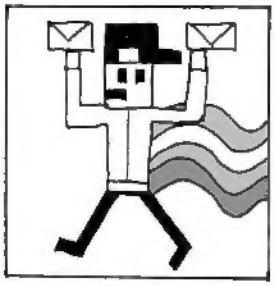
Frogdude

A frog who was turned into a human. Unintelligent, but extremely docile.



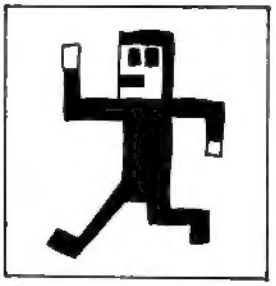
Fast Cow

A fast-moving cow. Kills humans and collects their shoes.



Rainbowmancer

A flying madman who clads himself in rainbow. Attacks by throwing letters from the sky.



Lightningman

A madman who protects himself with his rubber suit. Runs away from anything that moves.

GAME CLUB ③

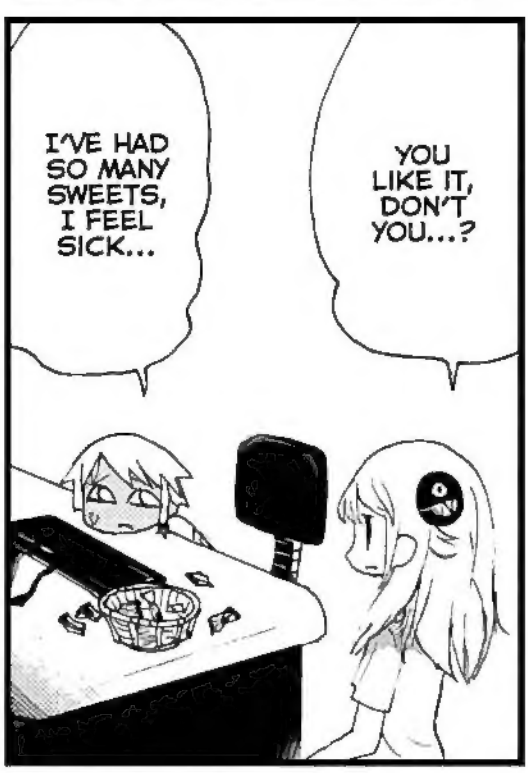
ESCAPE FROM MARS

GAME CLUB ③

ESCAPE FROM MARS

PREZ...
I'M AT MY LIMIT. I CAN'T FOCUS ANYMORE...

ガラ...


I'VE HAD SO MANY SWEETS, I FEEL SICK...
YOU LIKE IT, DON'T YOU...?

HERE, CANNED JELLY.
ゼリー缶
グレープフルーツ味

ポリ
ポリ

ズッ

ヤル…
ヤル…

YOU'VE BEEN MAKING ME PLAY THIS FOR THREE DAYS NOW...
THERE'S NO BUG.

AS LONG AS THERE AREN'T ANY MAJOR BUGS, YEAH.

WELL...
WE GOTTA ASK HIM FOR THAT.
WELL?

ABOUT TIME WE CALL IT DONE, RIGHT?

BEATS ME...

WELL? OYONE?

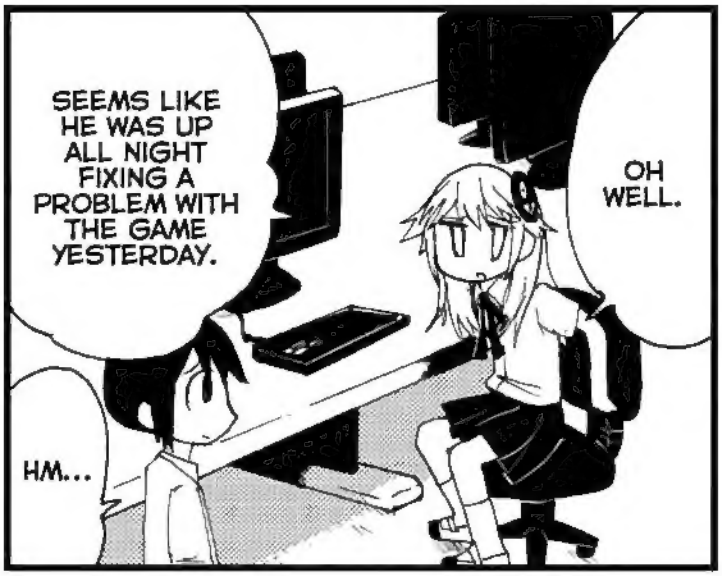
ガラガラ...

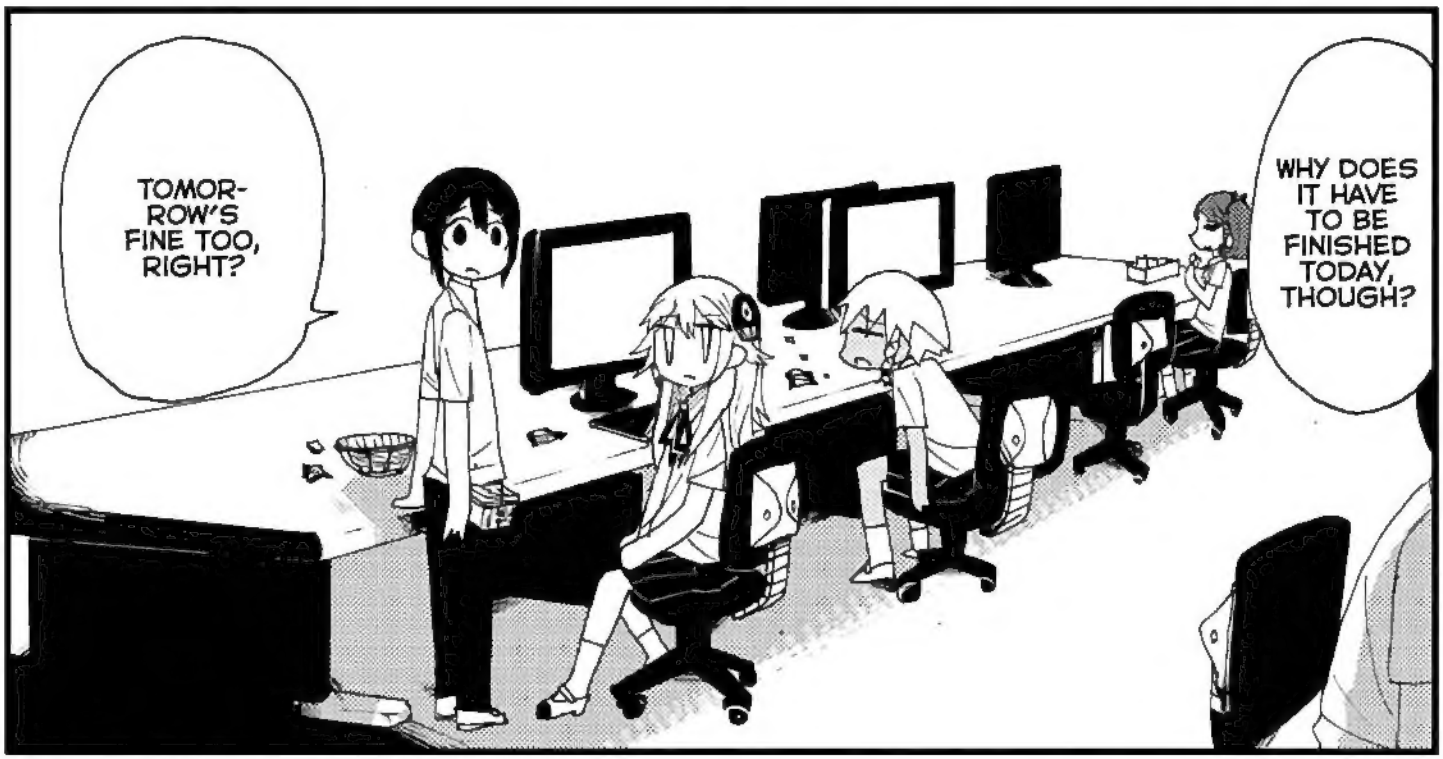
STILL, WE'LL PROBABLY GET IT DONE TODAY...

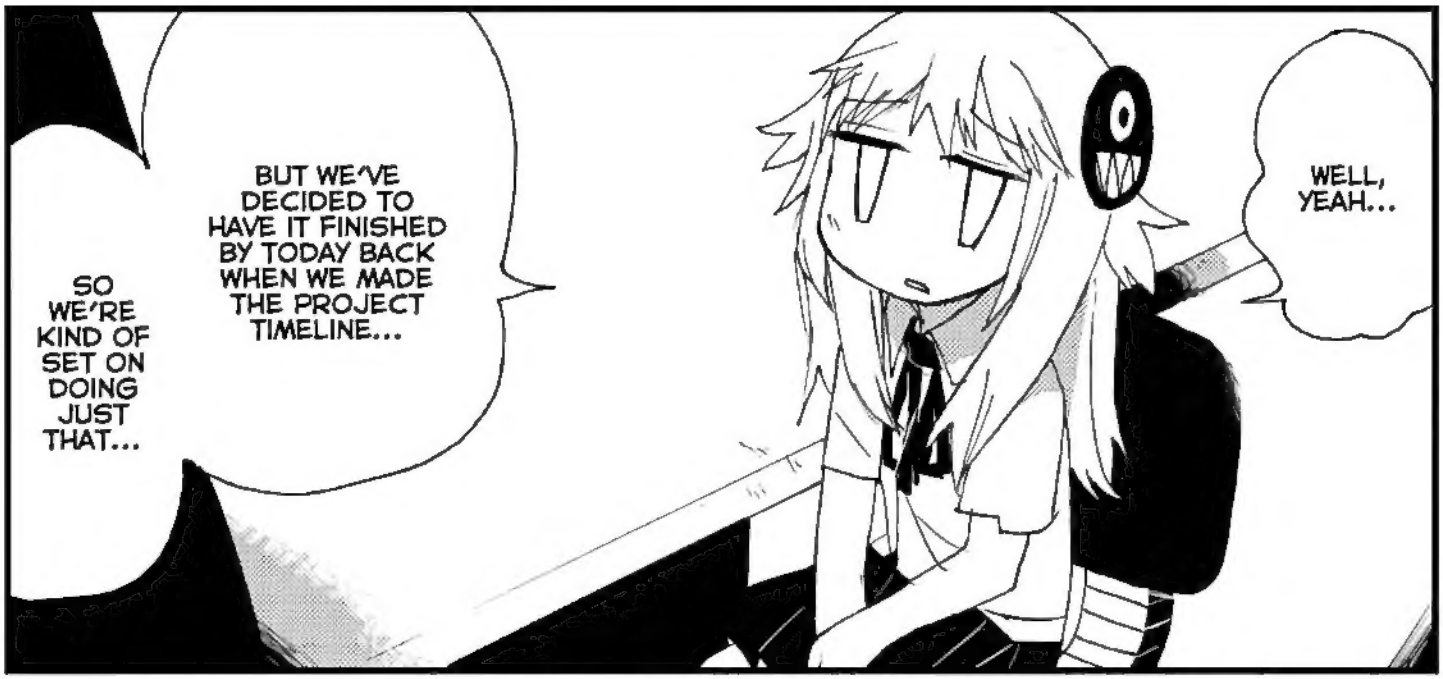
VICE PREZ IS TIRED, SO HE'S TAKING A NAP.

UM...

DEBUG-GING'S HARD WORK, HUH?
DE-PENDS ON THE SCALE OF THE GAME...


SEEMS LIKE HE WAS UP ALL NIGHT FIXING A PROBLEM WITH THE GAME YESTERDAY.
OH WELL.
HM...


TOMOR-ROW'S FINE TOO, RIGHT?
WHY DOES IT HAVE TO BE FINISHED TODAY, THOUGH?


SO WE'RE KIND OF SET ON DOING JUST THAT...
BUT WE'VE DECIDED TO HAVE IT FINISHED BY TODAY BACK WHEN WE MADE THE PROJECT TIMELINE...
WELL, YEAH...

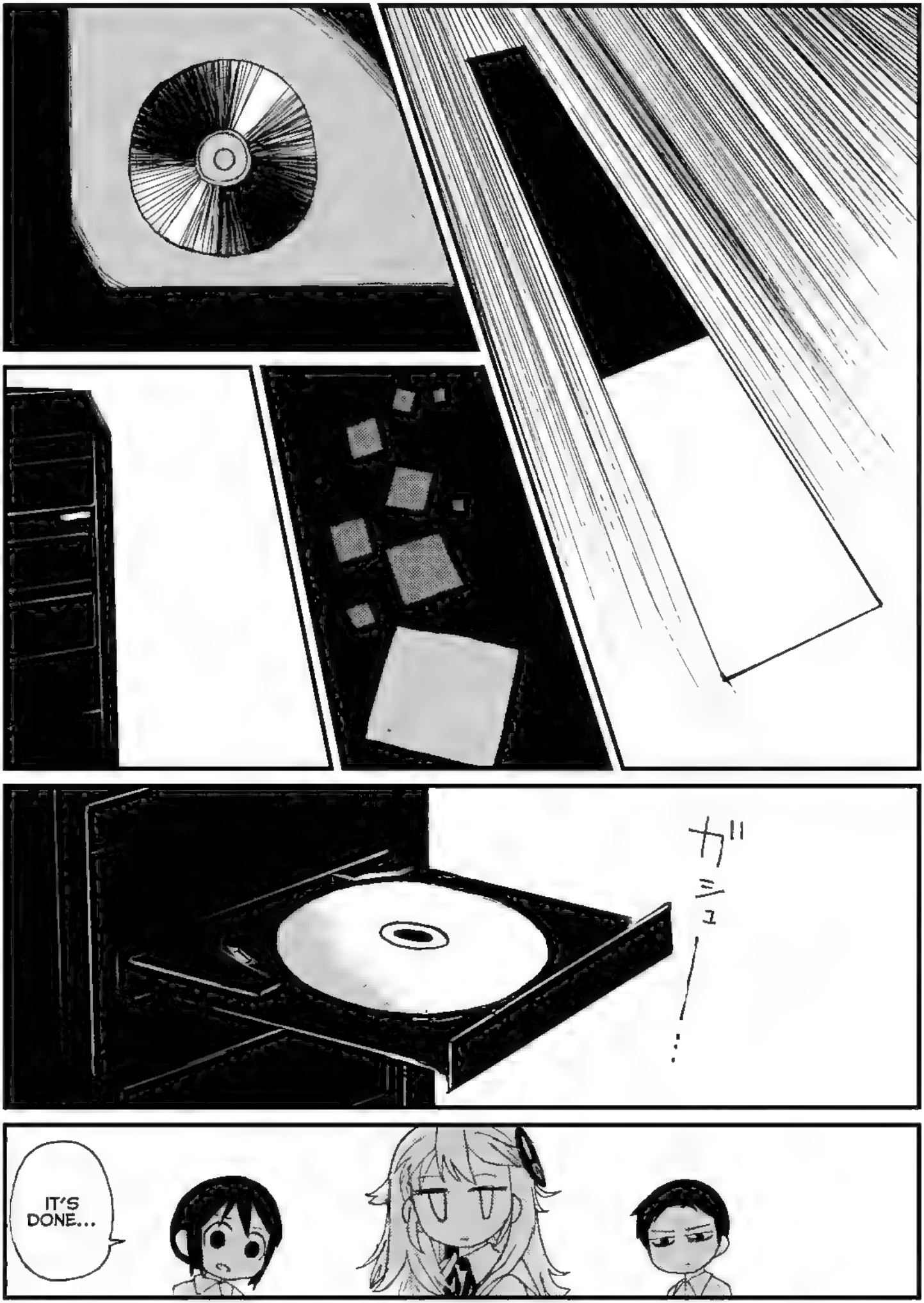
ギィ…

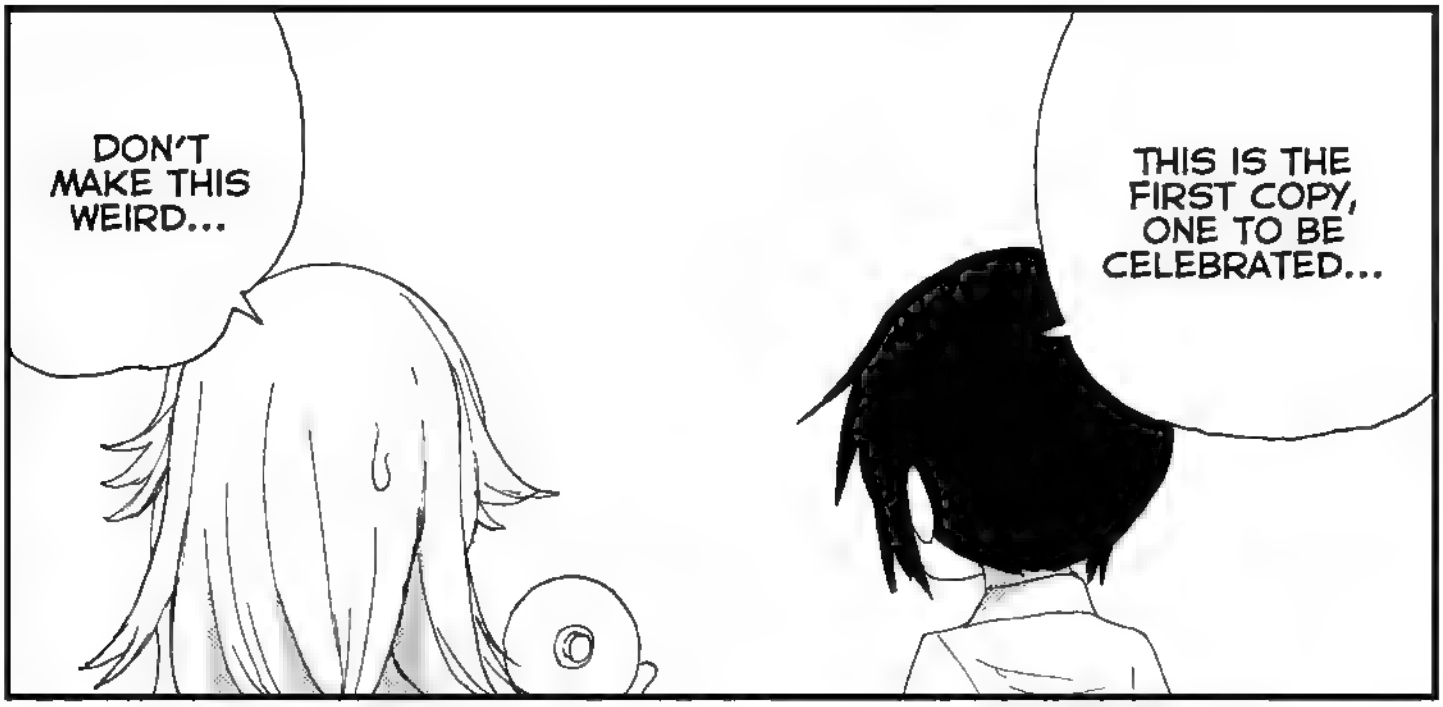
HE'S THE ACTUAL PROJECT LEAD THIS TIME.
WE JUST NEED OYONE TO GIVE THE GREENLIGHT...
...

THE BOSS SAID YES.
THERE YOU HAVE IT.
AWW YEAH!

...IT'S SERVICE-ABLE, ISN'T IT?
NO ONE WOULD PUSH THE GAME THAT FAR ANYWAY.

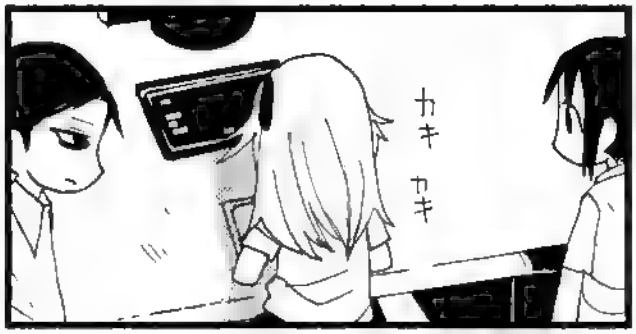
ゴロゴロ


カミュ
IT'S DONE...


DON'T MAKE THIS WEIRD...
THIS IS THE FIRST COPY, ONE TO BE CELEBRATED...

AH, THANKS.
GIVE ME A PEN.

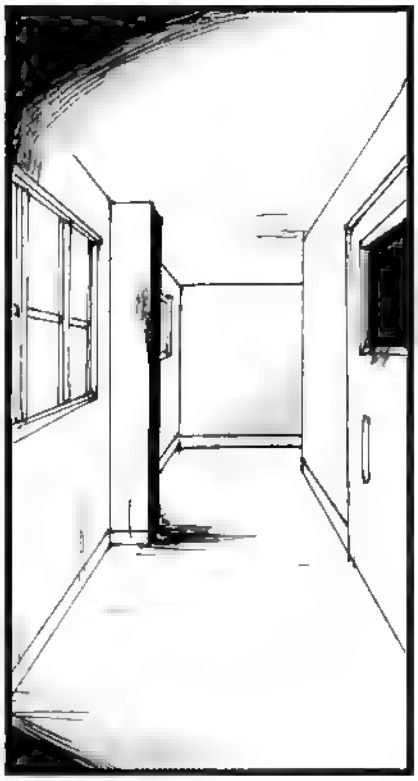
OOPS ...
OH WELL.
RAN OUT OF SPACE, HUH?


カキ
カキ

ESCAPE FROM MARS

BYEEEE.
I'LL GO SHOW THIS TO SENSEI, THEN.

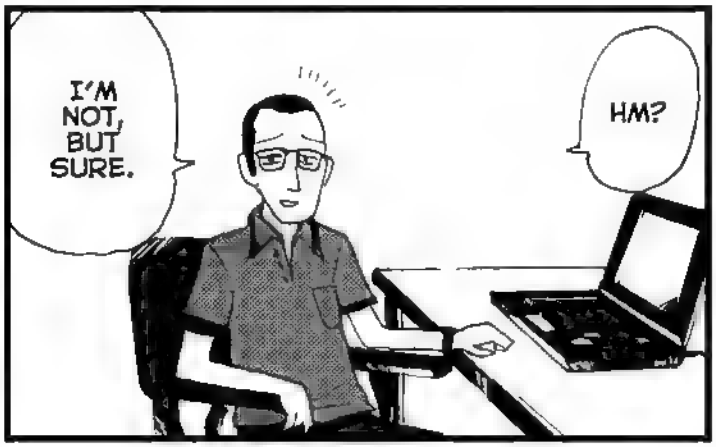
ガラ…



I'M NOT ACTUALLY FREE, BUT SURE, LET'S TALK.

HUH?
WHICH IS IT?

SENSEI, ARE YOU FREE RIGHT NOW?


I'M NOT, BUT SURE.
HM?

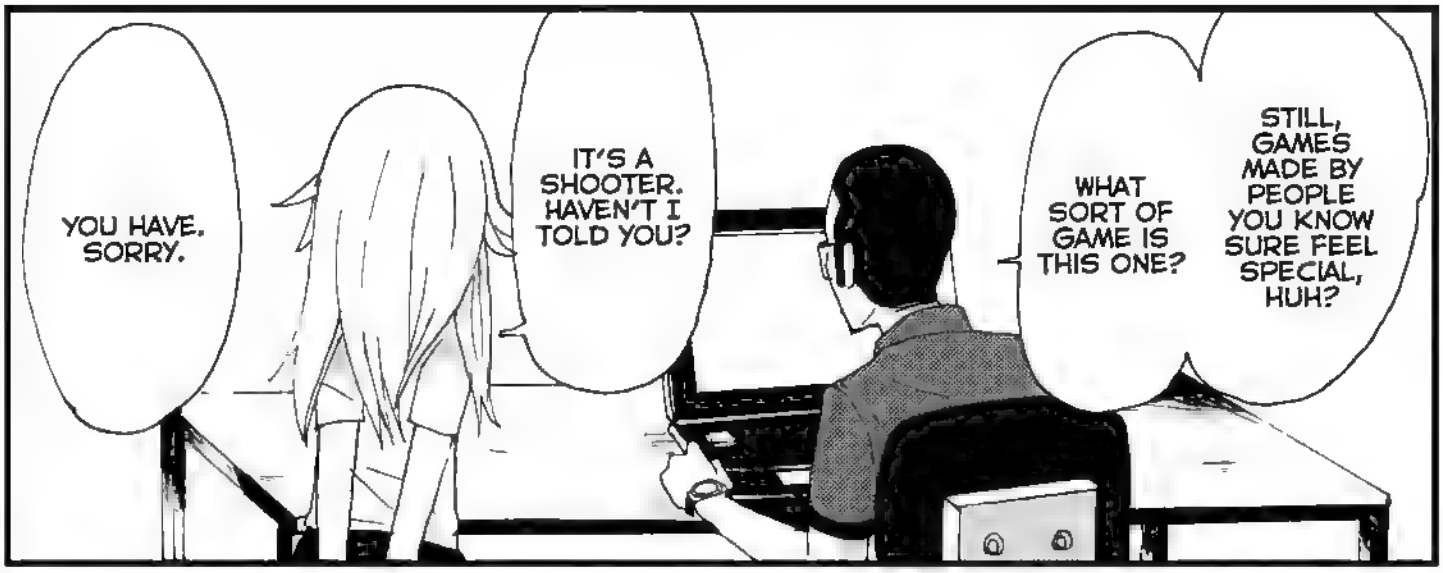
LET ME PLAY IT!
FINALLY!

WE'VE FINISHED THE NEW GAME.

I LOVE GAMES...

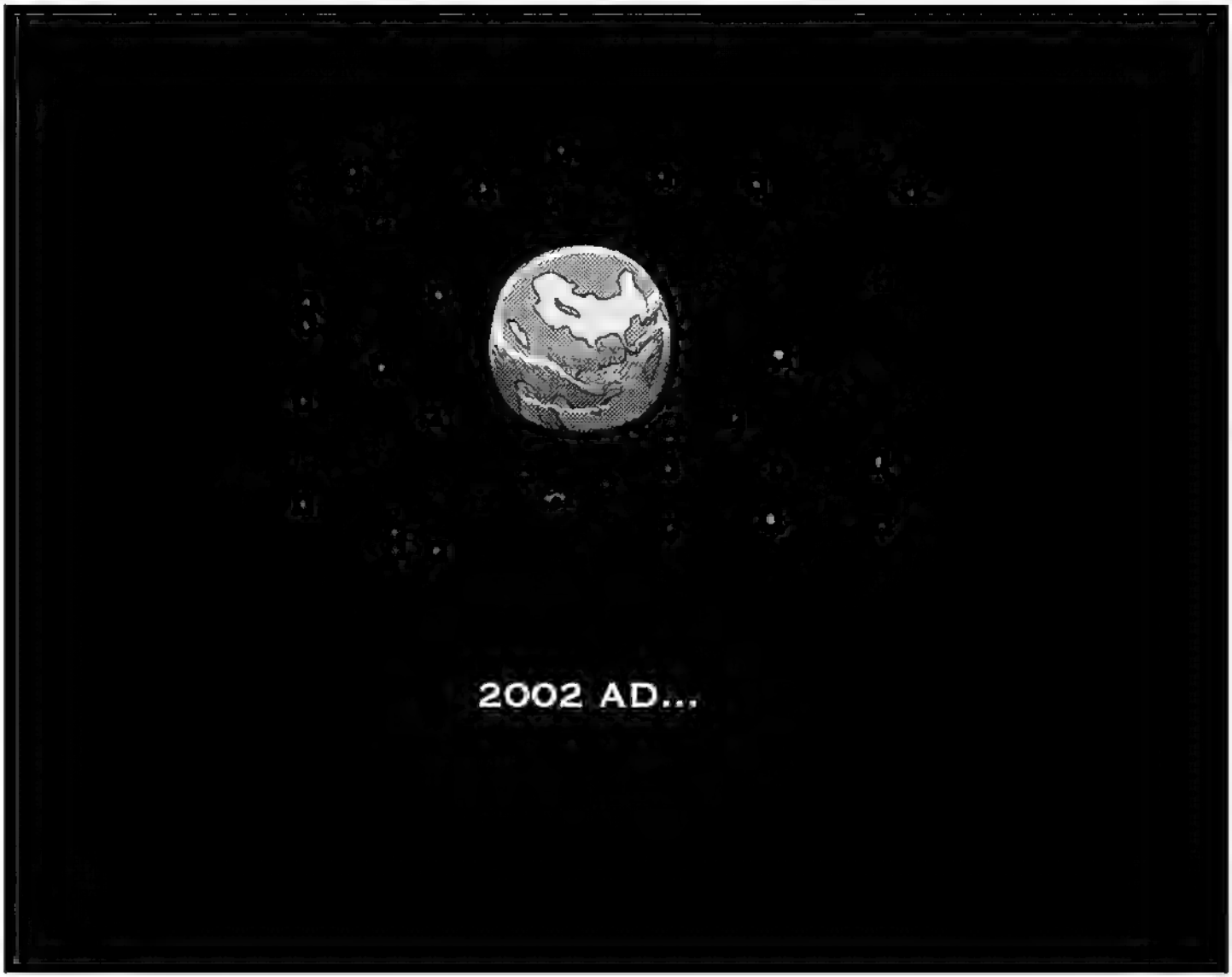
I LIKE RETROS, BUT NEW GAMES ARE GOOD TOO...

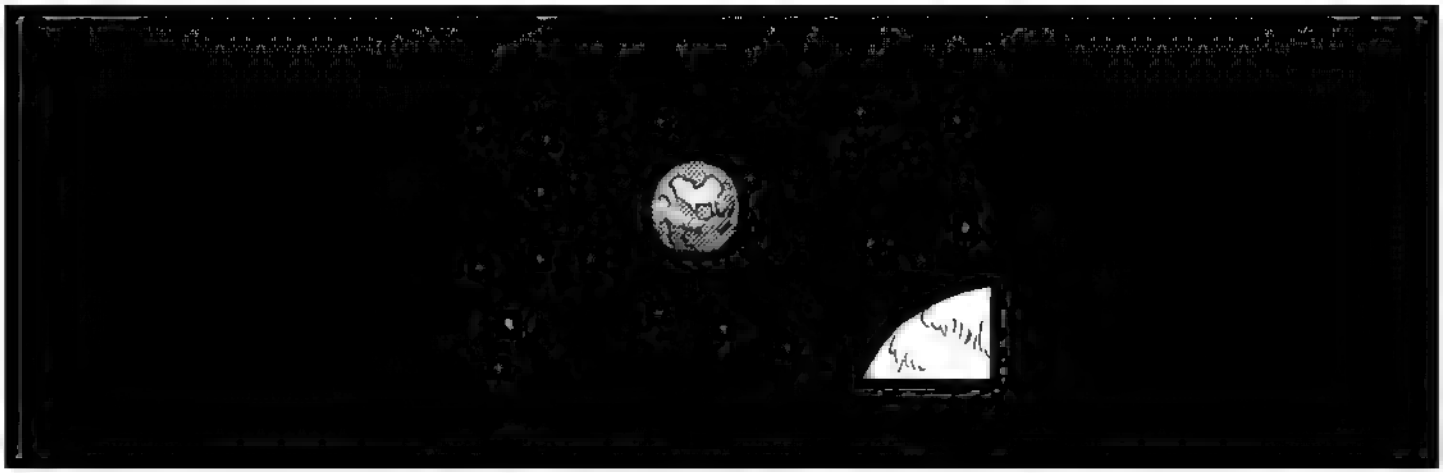
WELL, OF COURSE.
THEY DON'T MAKE NEW RETRO GAMES, SO...
YOU SEE,



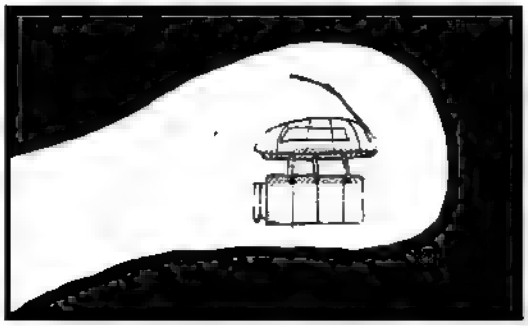
ゲーム部プレゼンツ

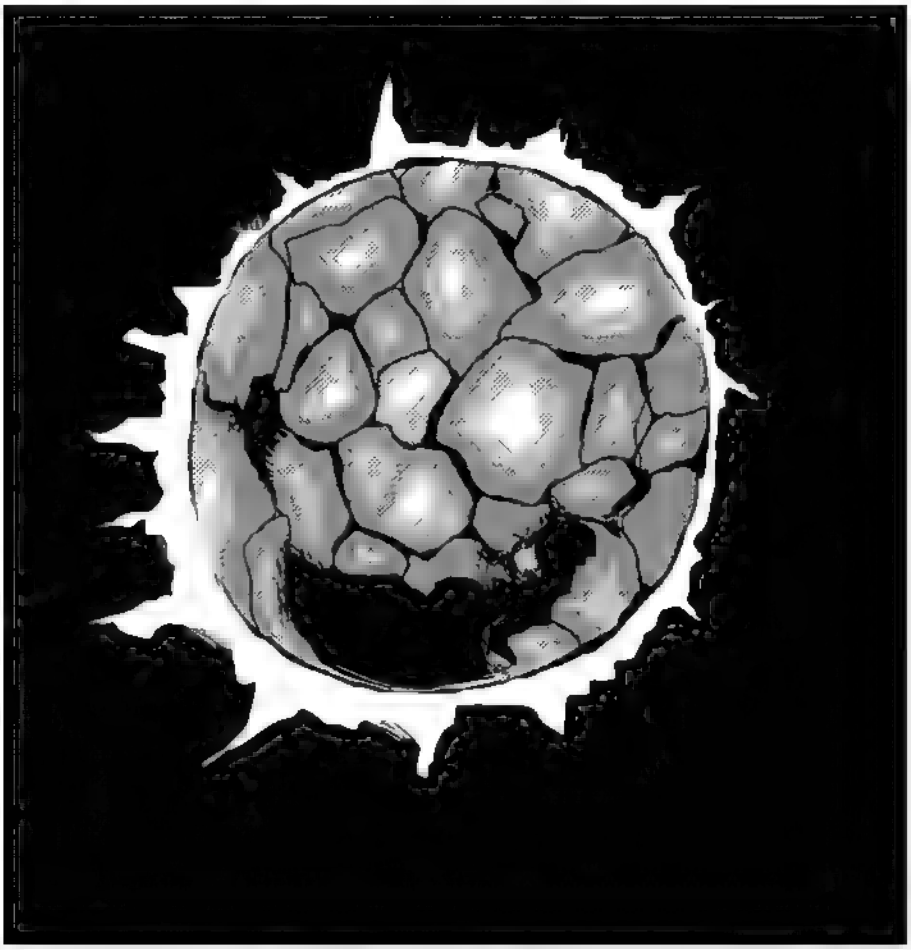
GAME CLUB PRESENTS

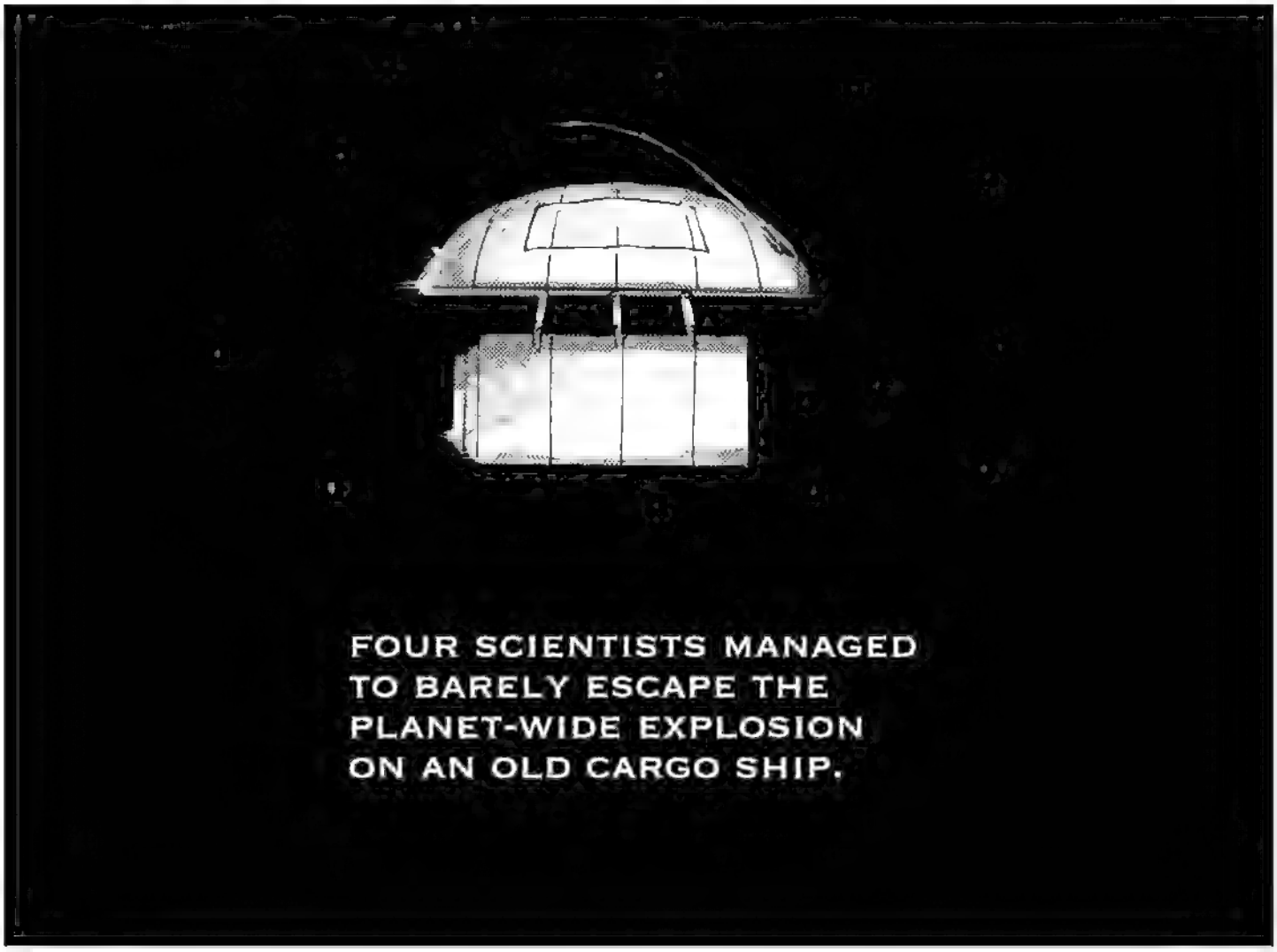


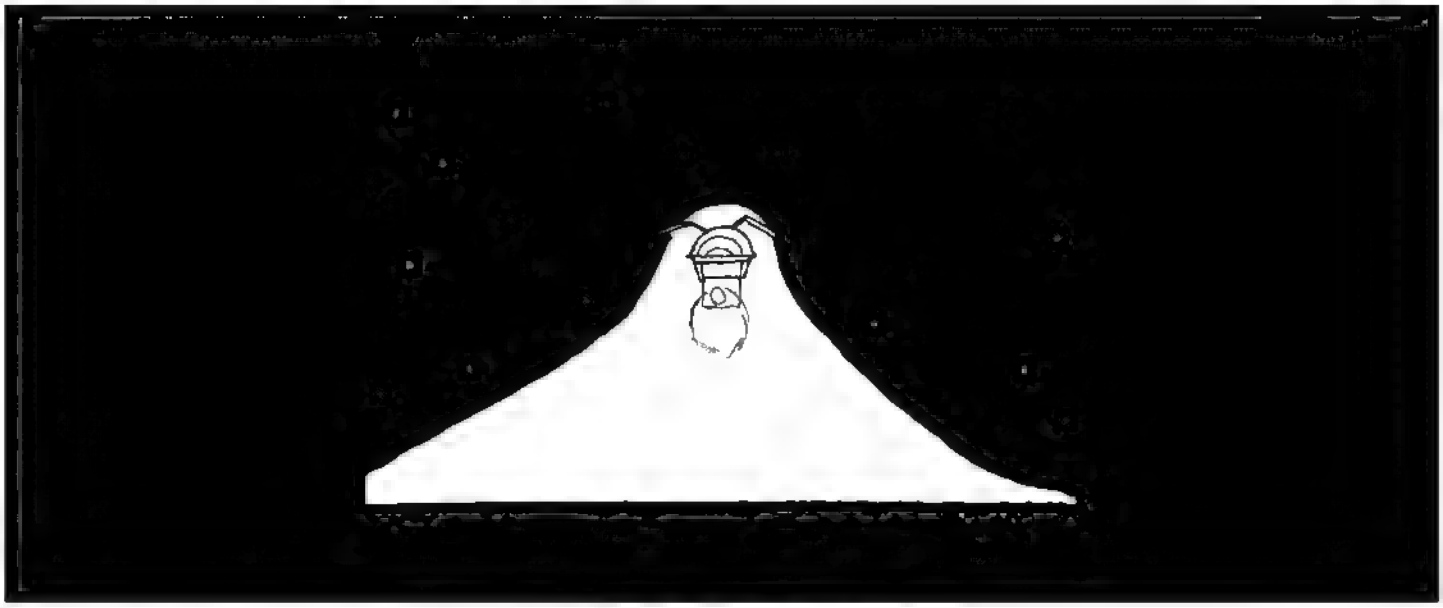


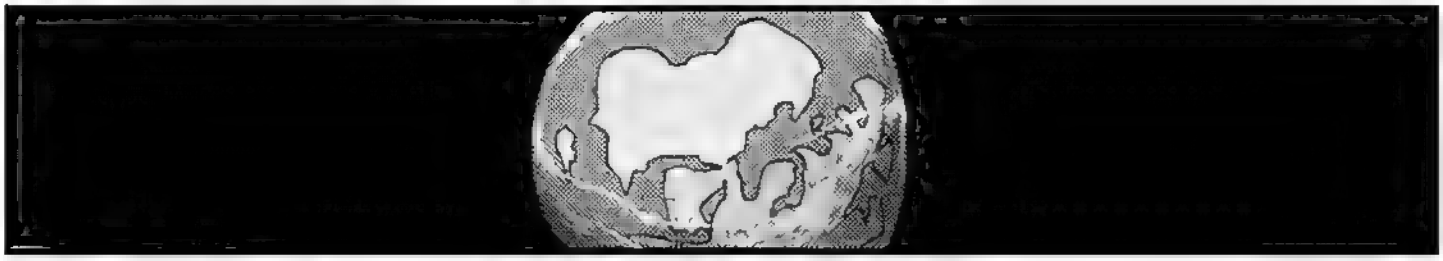
MARS HAS BEEN DESTROYED.






FOUR SCIENTISTS MANAGED
TO BARELY ESCAPE THE
PLANET-WIDE EXPLOSION
ON AN OLD CARGO SHIP.



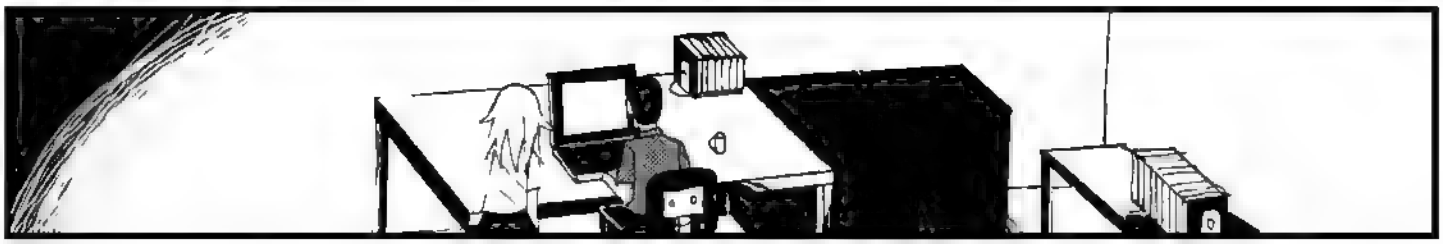


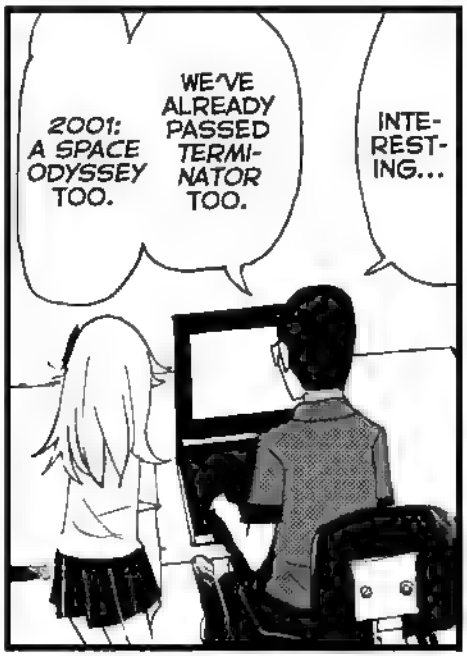
HOWEVER, CHASING THEM IS
THE EARTH SPACE NAVY,
FEARING THAT THEY WOULD
BRING THE INCIDENT TO LIGHT.

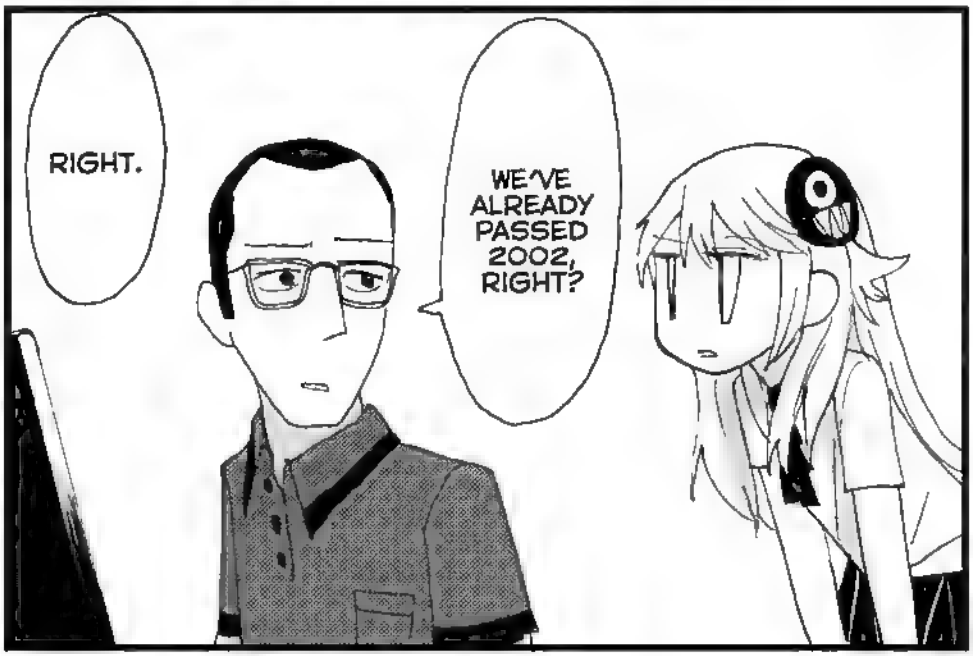
エスケープフロムマーズ

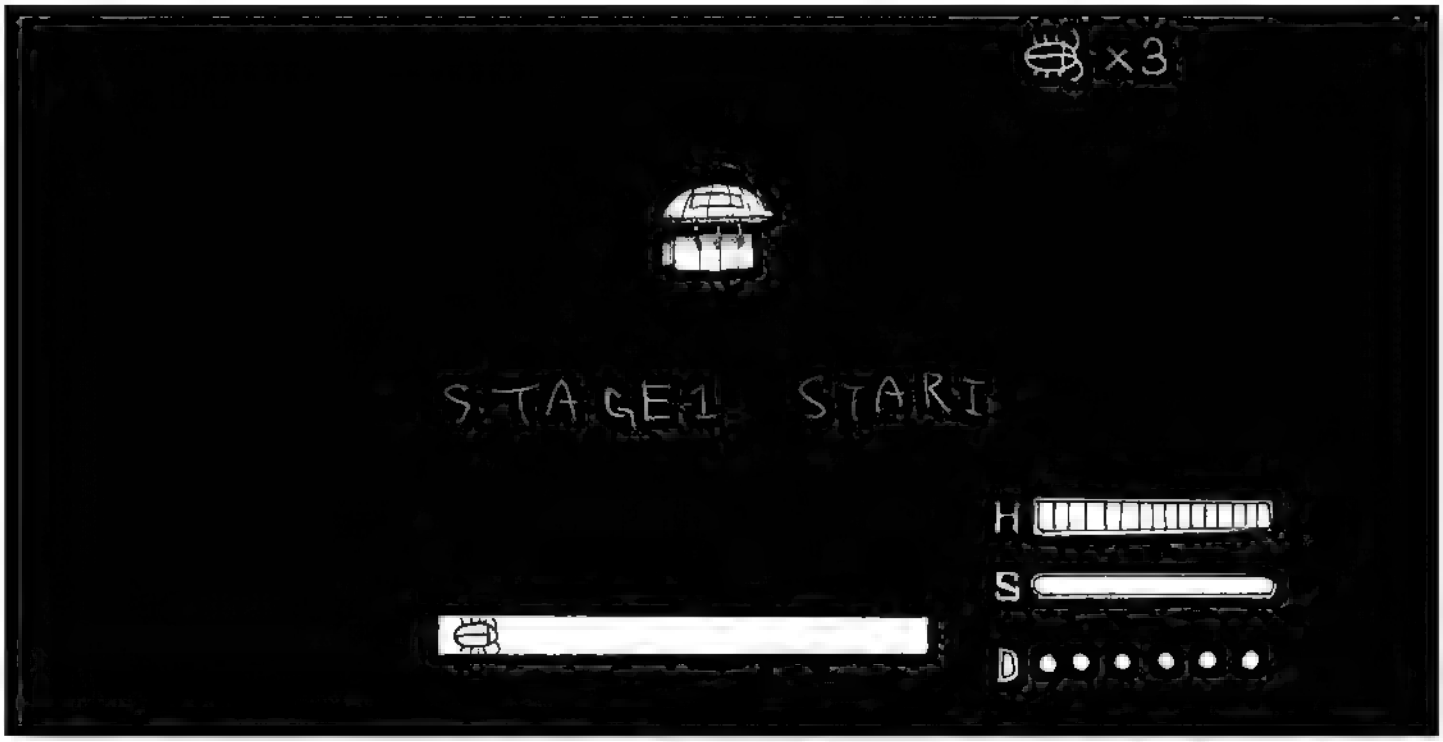
ESCAPE FROM MARS

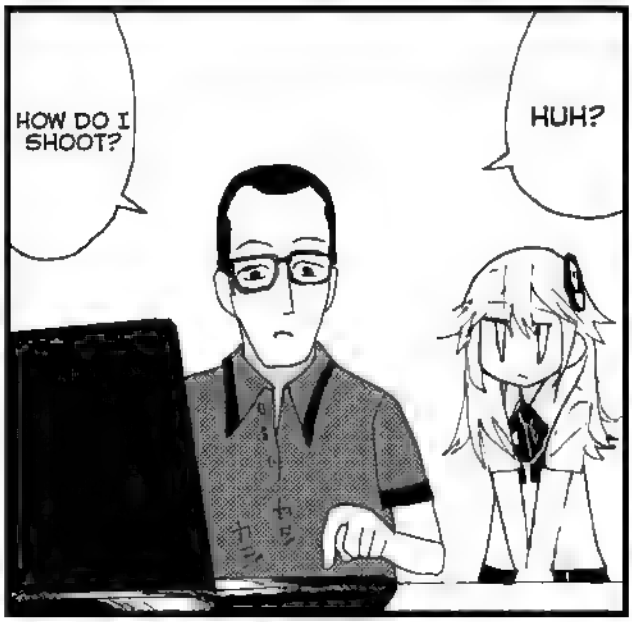
▶PUSH START

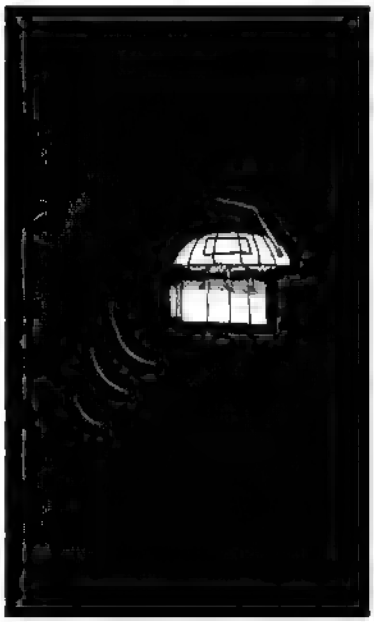


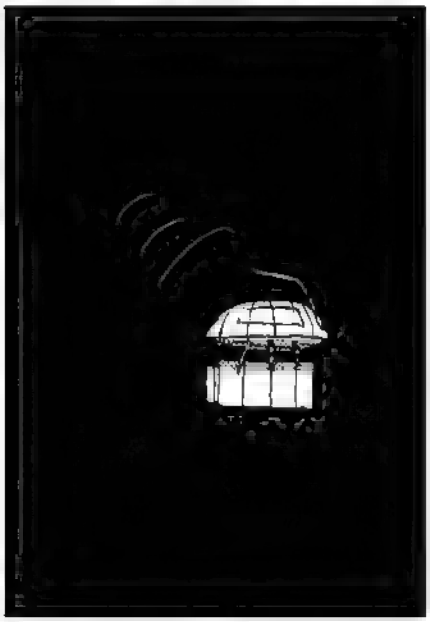


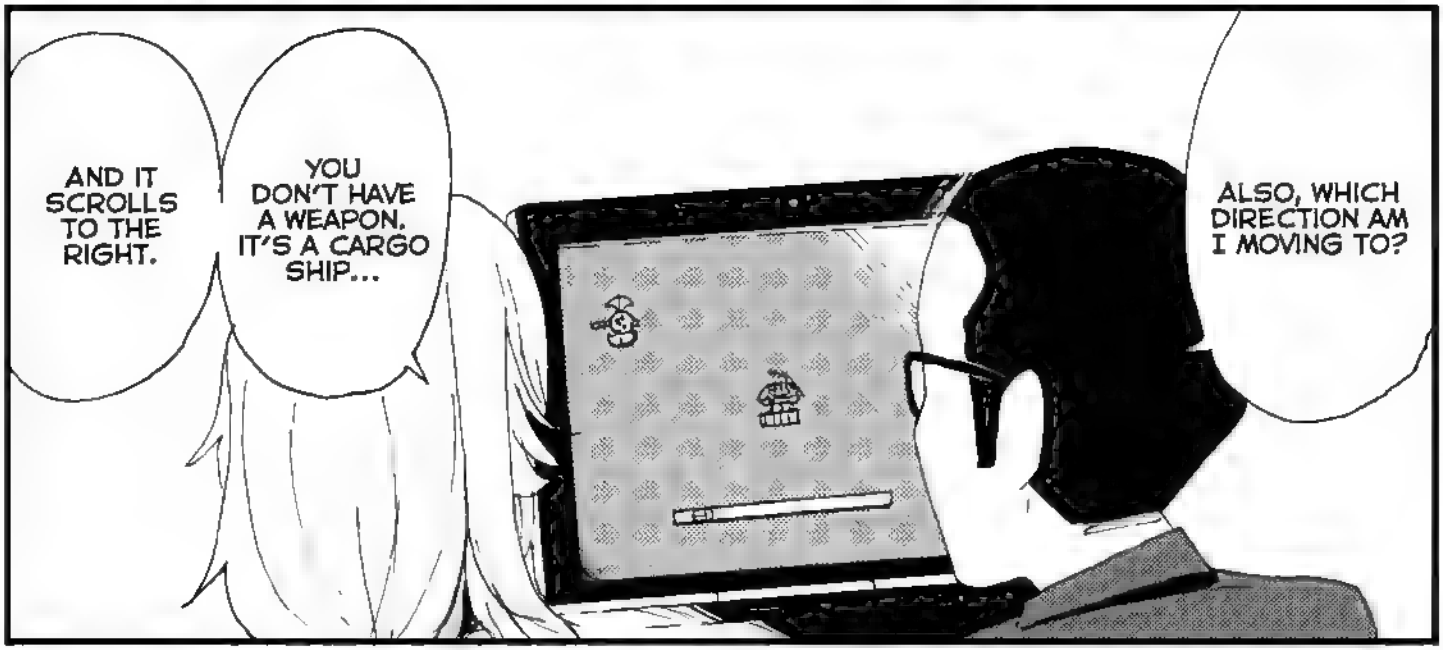


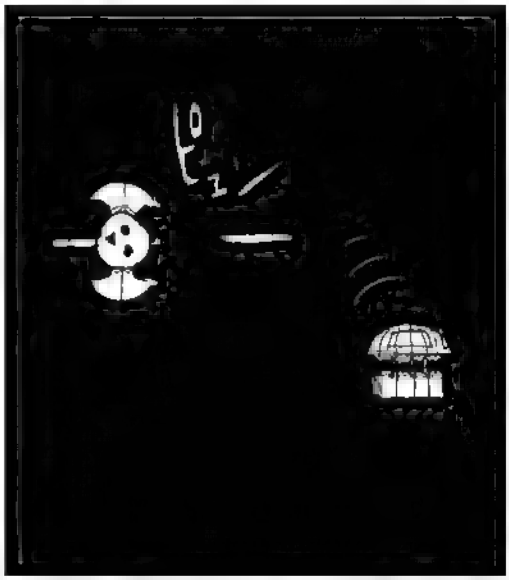

x3
STAGE1 START
H
S
D

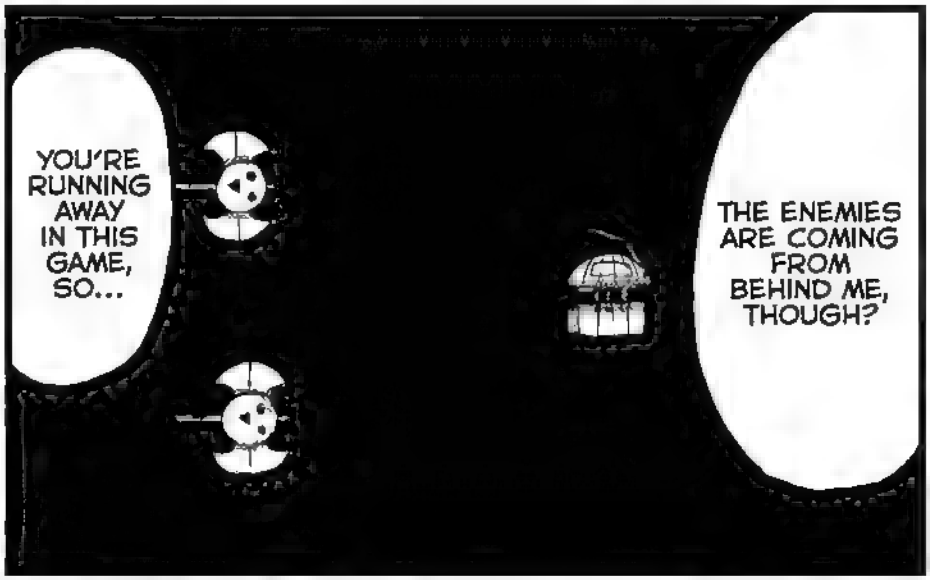

HOW DO I SHOOT?
HUH?



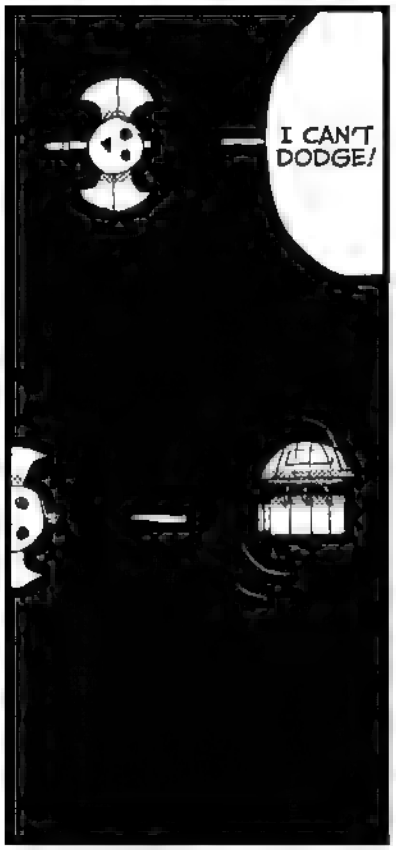



AND IT SCROLLS TO THE RIGHT.
YOU DON'T HAVE A WEAPON. IT'S A CARGO SHIP...
ALSO, WHICH DIRECTION AM I MOVING TO?

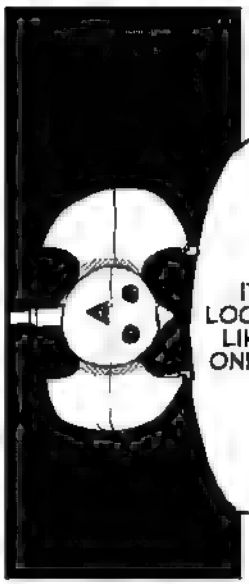



YOU'RE RUNNING AWAY IN THIS GAME, SO...
THE ENEMIES ARE COMING FROM BEHIND ME, THOUGH?

WHOA!

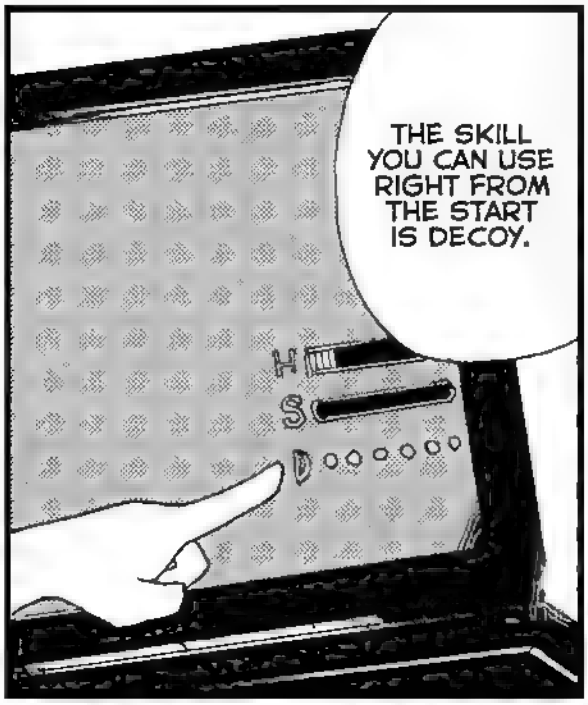

I CAN'T DODGE!

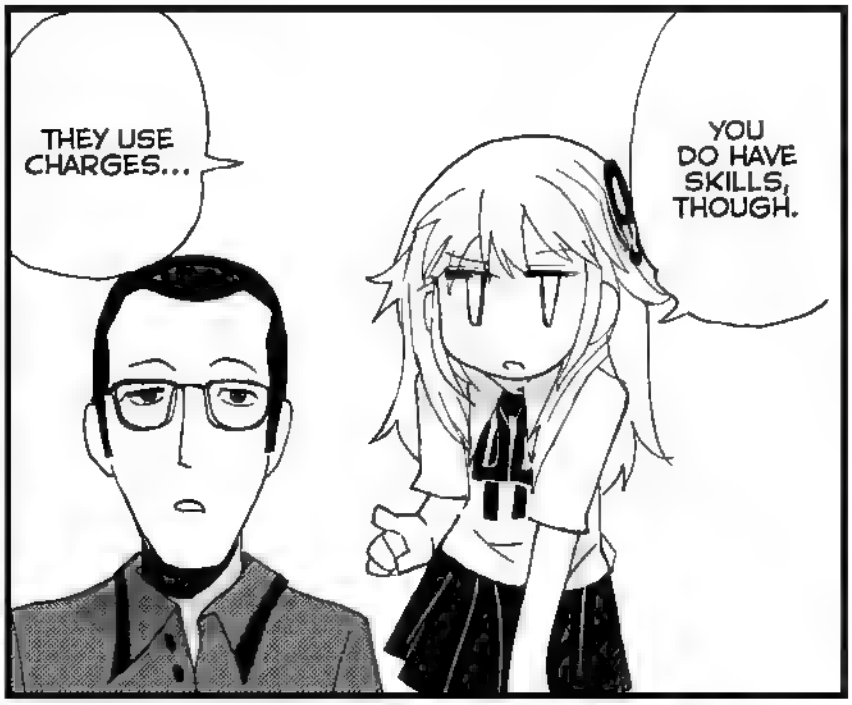
AND THIS SHIP'S SLOW!

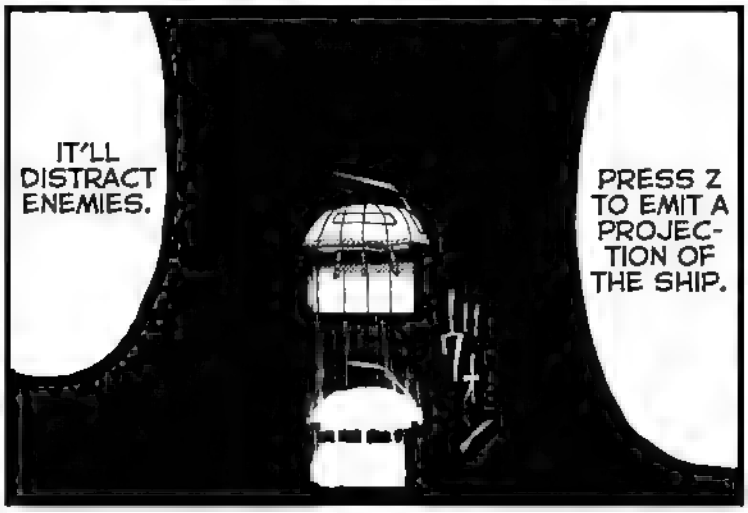


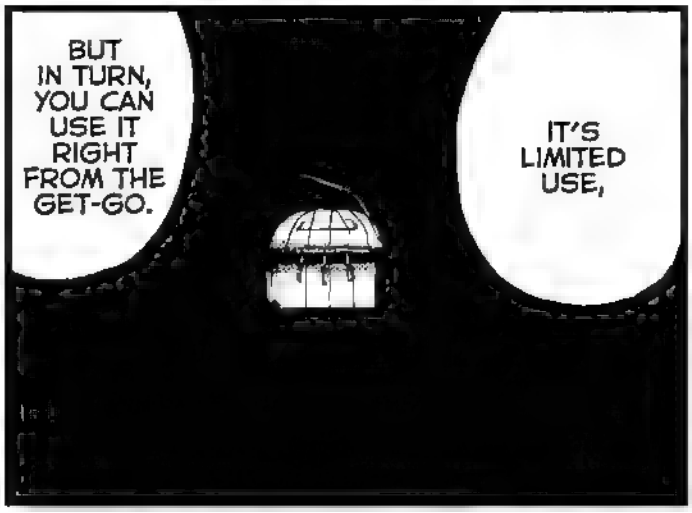
IT LOOKS LIKE ONE...
IT'S A SPACE-SHIP.
IT'S NOT A BIRD.

THE BIRD KILLED ME...


THE SKILL YOU CAN USE RIGHT FROM THE START IS DECOY.
H
S
D

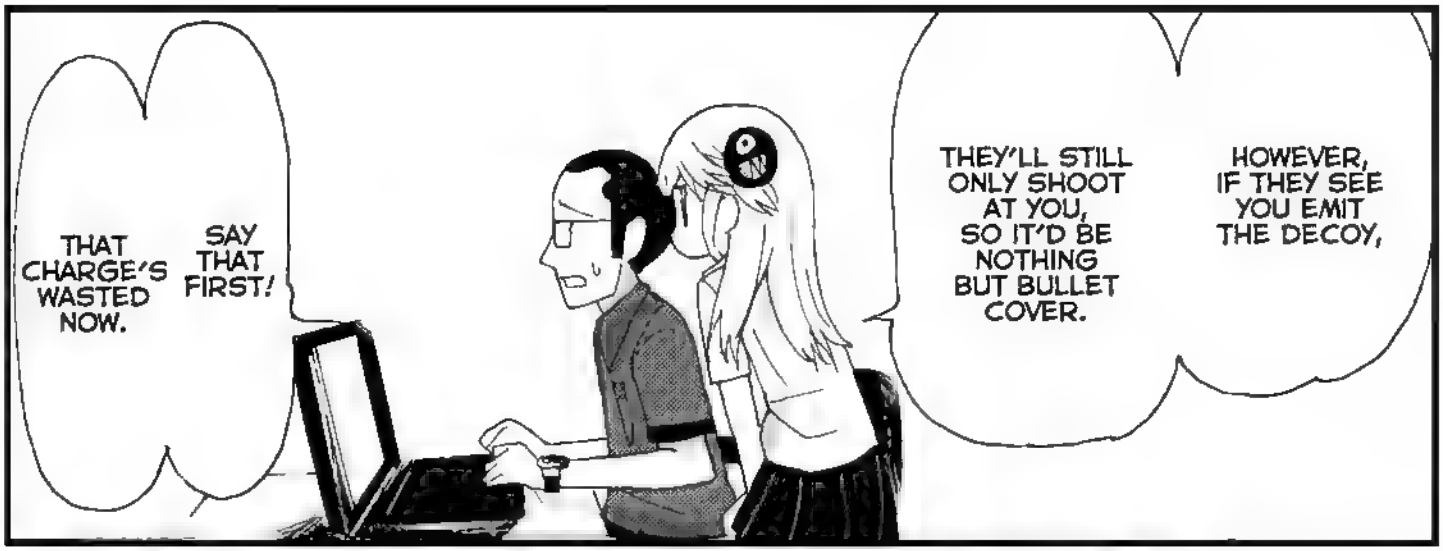

THEY USE CHARGES...
YOU DO HAVE SKILLS, THOUGH.

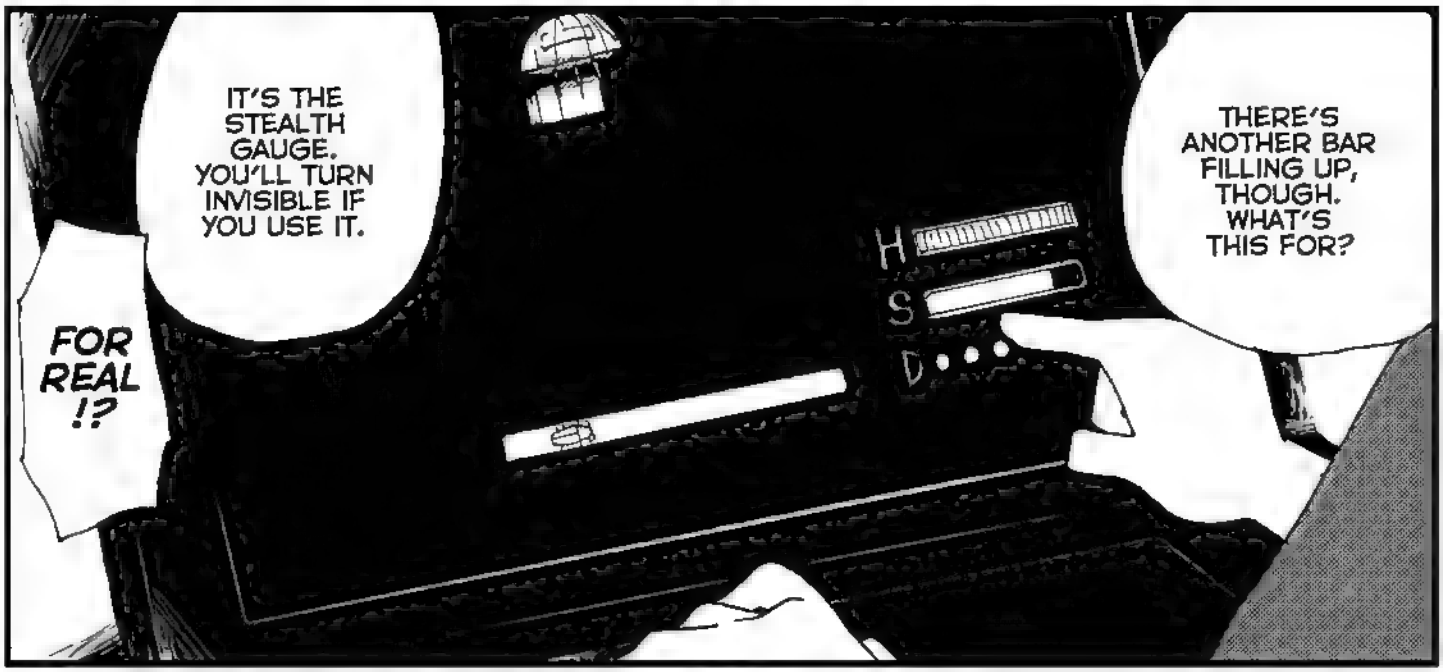

IT'LL DISTRACT ENEMIES.
PRESS Z TO EMIT A PROJEC-TION OF THE SHIP.


BUT IN TURN, YOU CAN USE IT RIGHT FROM THE GET-GO.
IT'S LIMITED USE,

ピュン
ピュン

SHOOT IT!
ALRIGHT! GO!


THAT CHARGE'S WASTED NOW.
SAY THAT FIRST!
THEY'LL STILL ONLY SHOOT AT YOU, SO IT'D BE NOTHING BUT BULLET COVER.
HOWEVER, IF THEY SEE YOU EMIT THE DECOY,


IT'S THE STEALTH GAUGE. YOU'LL TURN INVISIBLE IF YOU USE IT.
FOR REAL !?
THERE'S ANOTHER BAR FILLING UP, THOUGH. WHAT'S THIS FOR?
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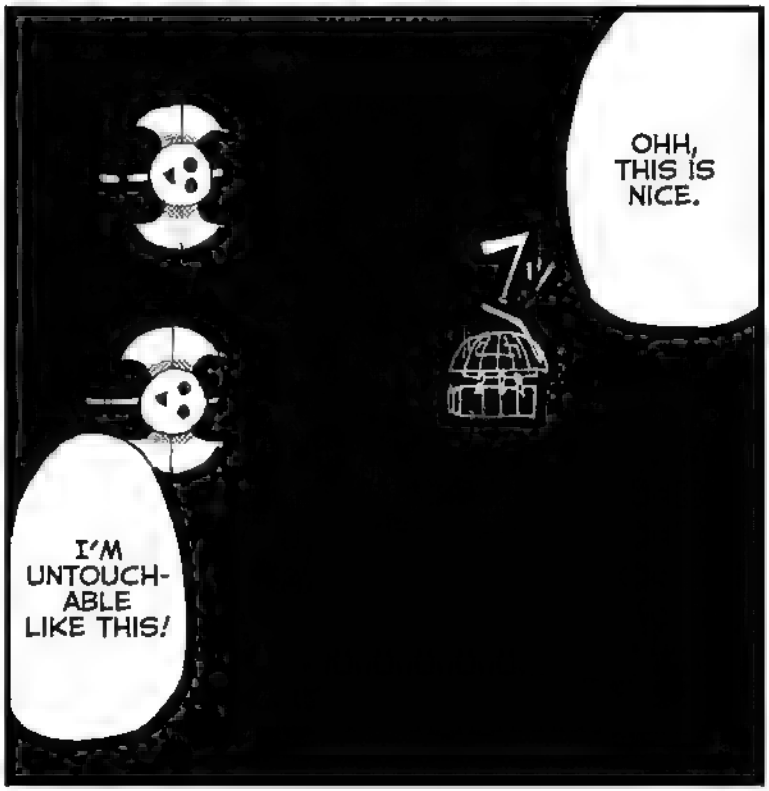
S
D


OHH, THIS IS NICE.
I'M UNTOUCH-ABLE LIKE THIS!

ALRIGHT! I'M USING IT!
PRESS X TO TURN INVISIBLE.

COME AND GET ME!

THIS IS REALLY STRONG! HEY, HEY!

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WHOA !?

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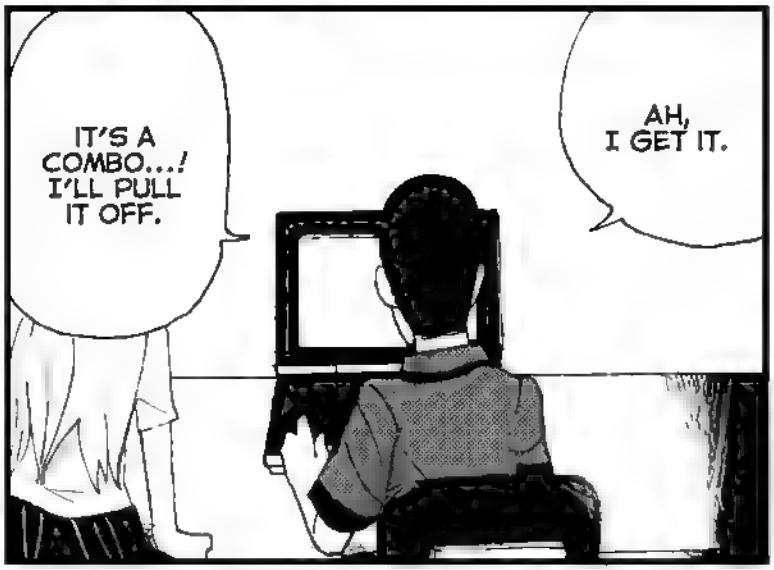
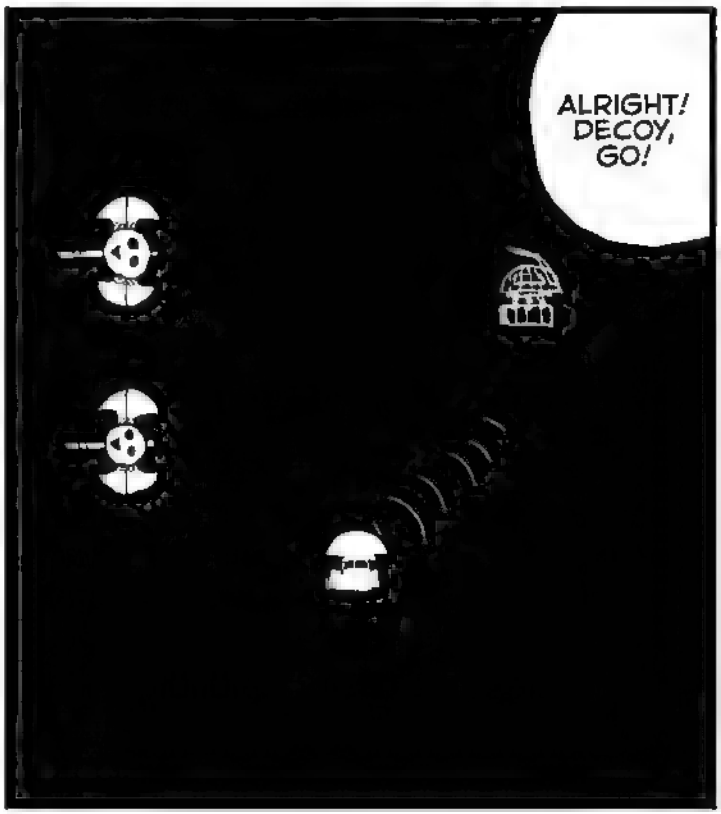
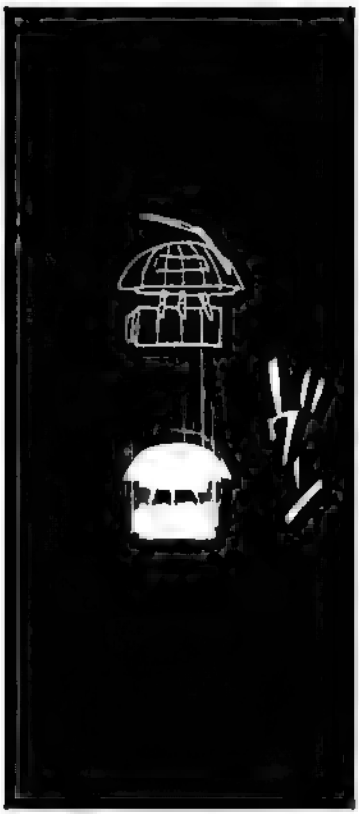
WHAT WAS THAT...?

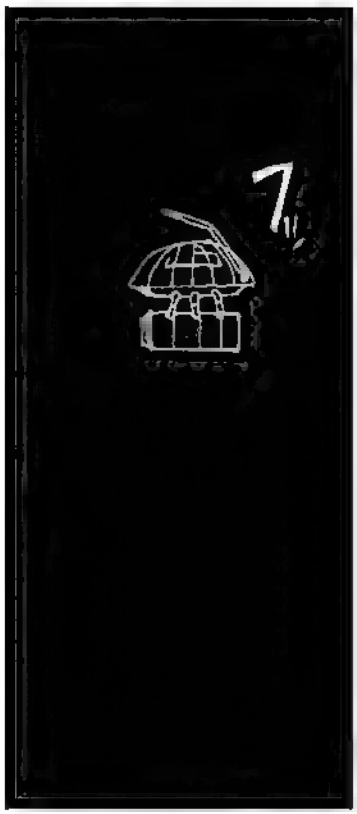
THESE BIRDS ARE SMART...
DANG...
IF YOU DISAPPEAR FOR TOO LONG, THEY'LL START SHOOTING RANDOMLY. YOU'LL BE IN TROUBLE THEN.

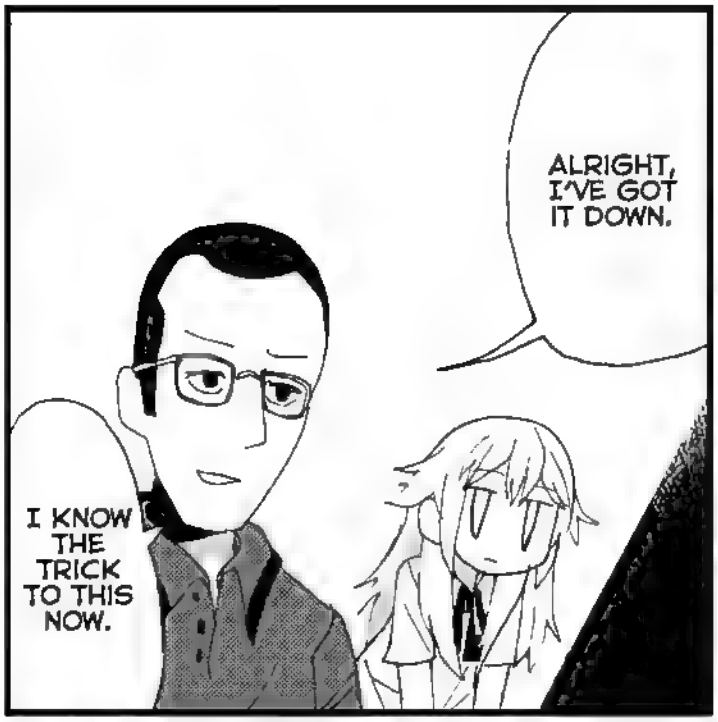

IT'S A COMBO...! I'LL PULL IT OFF.
AH, I GET IT.

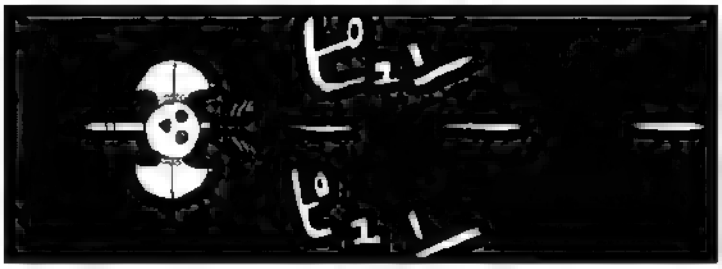
THEY'LL SHOOT AT IT.
IF YOU USE DECOY WHEN YOU'RE INVISIBLE,


ALRIGHT! DECOY, GO!






ALRIGHT, I'VE GOT IT DOWN.
I KNOW THE TRICK TO THIS NOW.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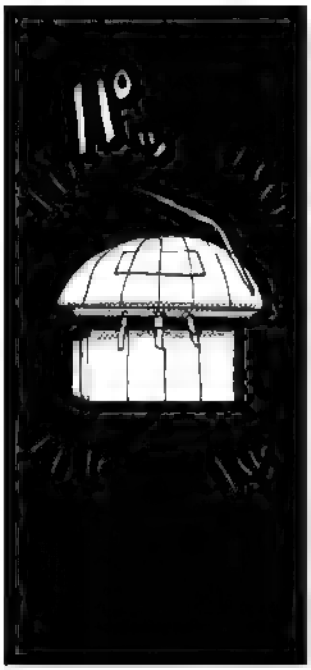
STAGE CLEAR, HERE I GO.
HA HA.

YOU RUN OUT OF GAUGE REALLY QUICKLY, THOUGH...
DANG...

S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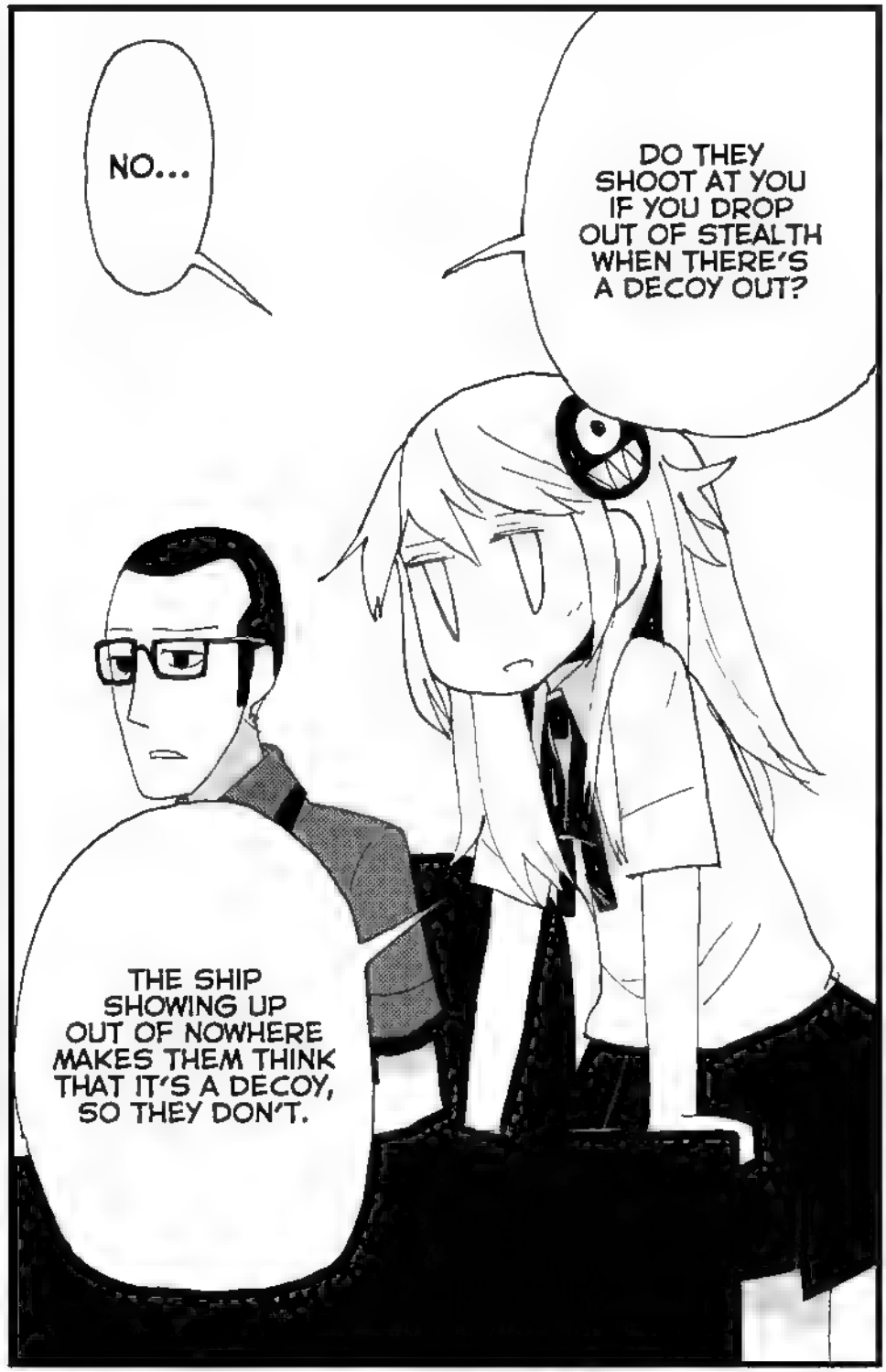
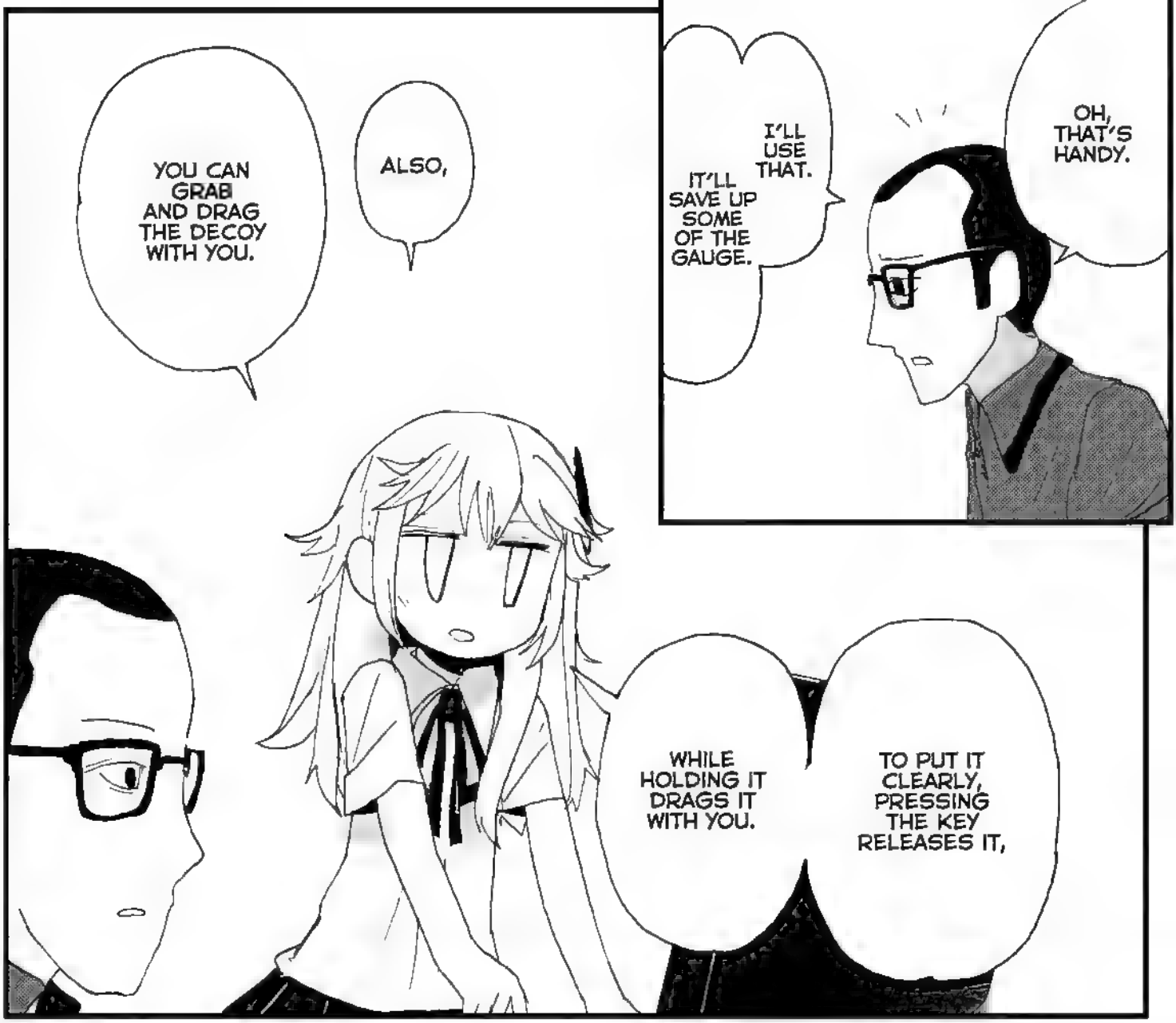
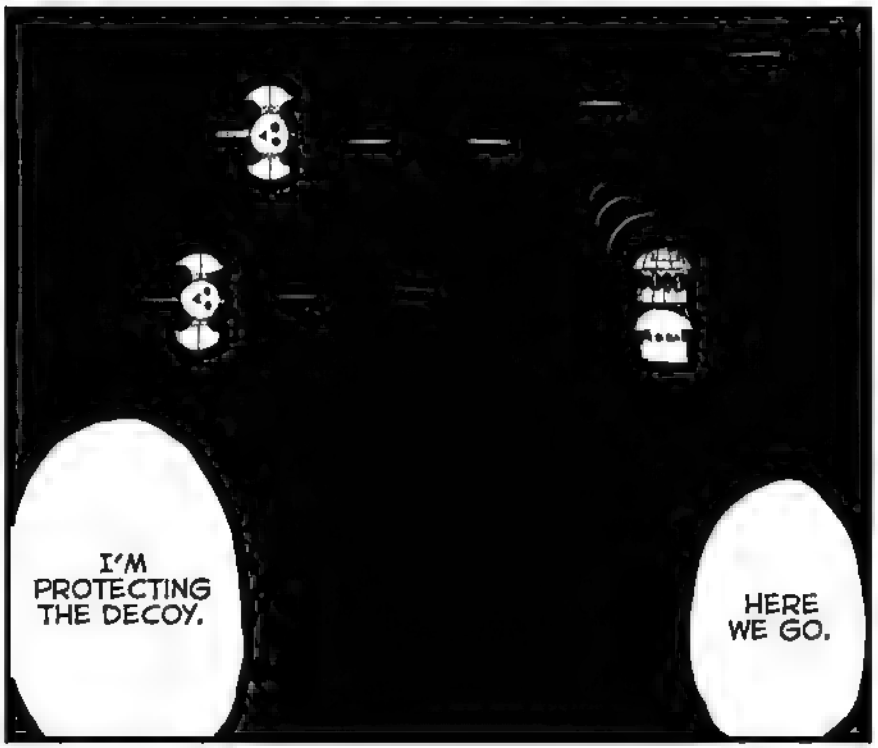
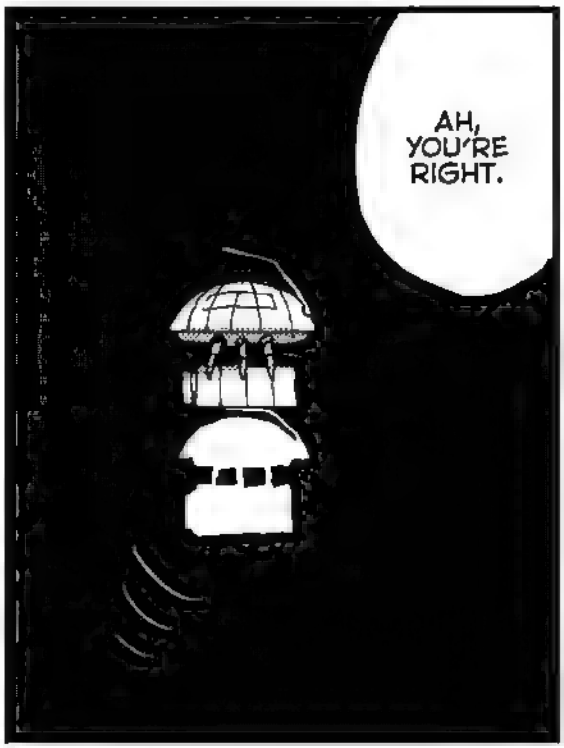
HOWEVER, THEY'LL SHOOT AT YOU ONCE THEY'VE DESTROYED THE DECOY.
I SEE.

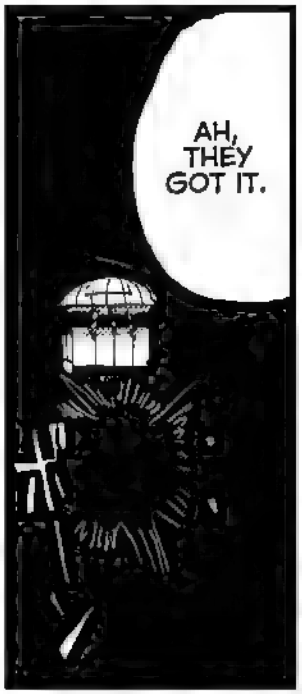

NO...
DO THEY SHOOT AT YOU IF YOU DROP OUT OF STEALTH WHEN THERE'S A DECOY OUT?
THE SHIP SHOWING UP OUT OF NOWHERE MAKES THEM THINK THAT IT'S A DECOY, SO THEY DON'T.

THEY WON'T SHOOT AT ME, CORRECT?
COR-RECT.
SO IF I TURN ON STEALTH, USE THE DECOY, THEN IMMEDIATELY TURN IT OFF,


YOU CAN GRAB AND DRAG THE DECOY WITH YOU.
ALSO,
IT'LL SAVE UP SOME OF THE GAUGE.
I'LL USE THAT.
OH, THAT'S HANDY.
WHILE HOLDING IT DRAGS IT WITH YOU.
TO PUT IT CLEARLY, PRESSING THE KEY RELEASES IT,

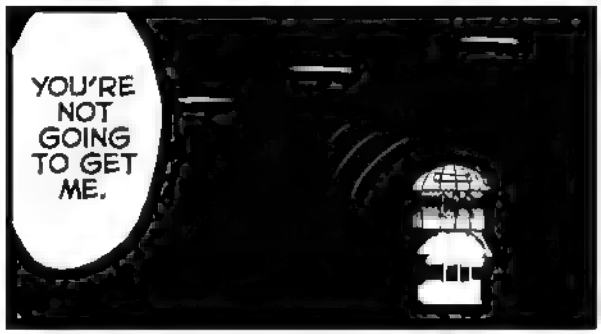

I'M PROTECTING THE DECOY.
HERE WE GO.

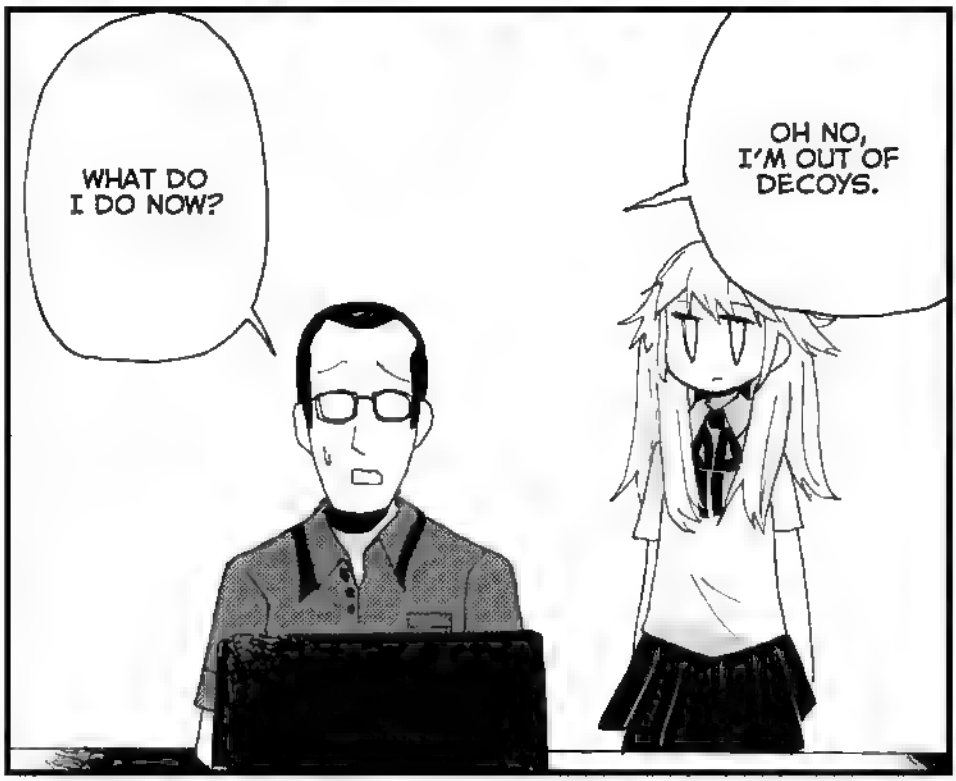

AH, YOU'RE RIGHT.


AH, THEY GOT IT.

HAHA-HA.

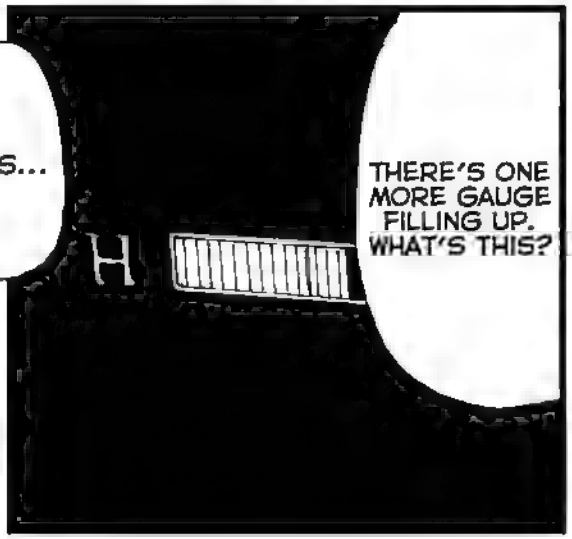
WHOA, THAT WAS CLOSE.

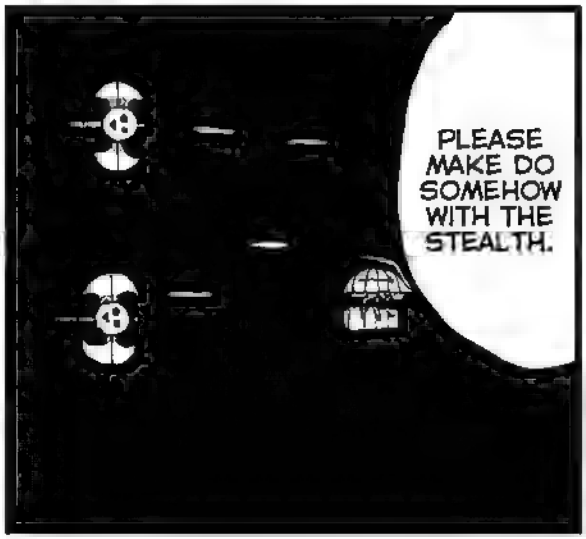

YOU'RE NOT GOING TO GET ME.

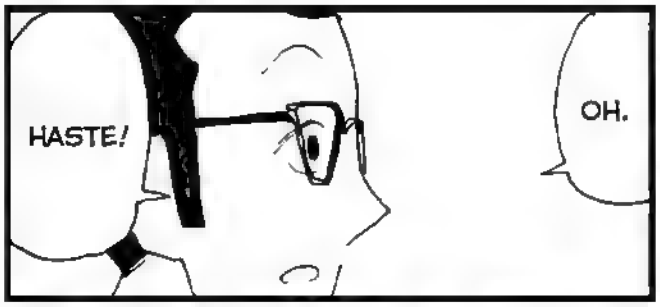

WHAT DO I DO NOW?
OH NO, I'M OUT OF DECOYS.

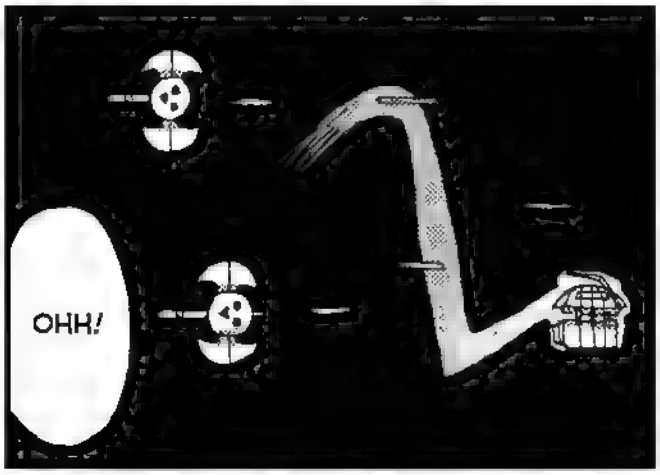
...HUH?

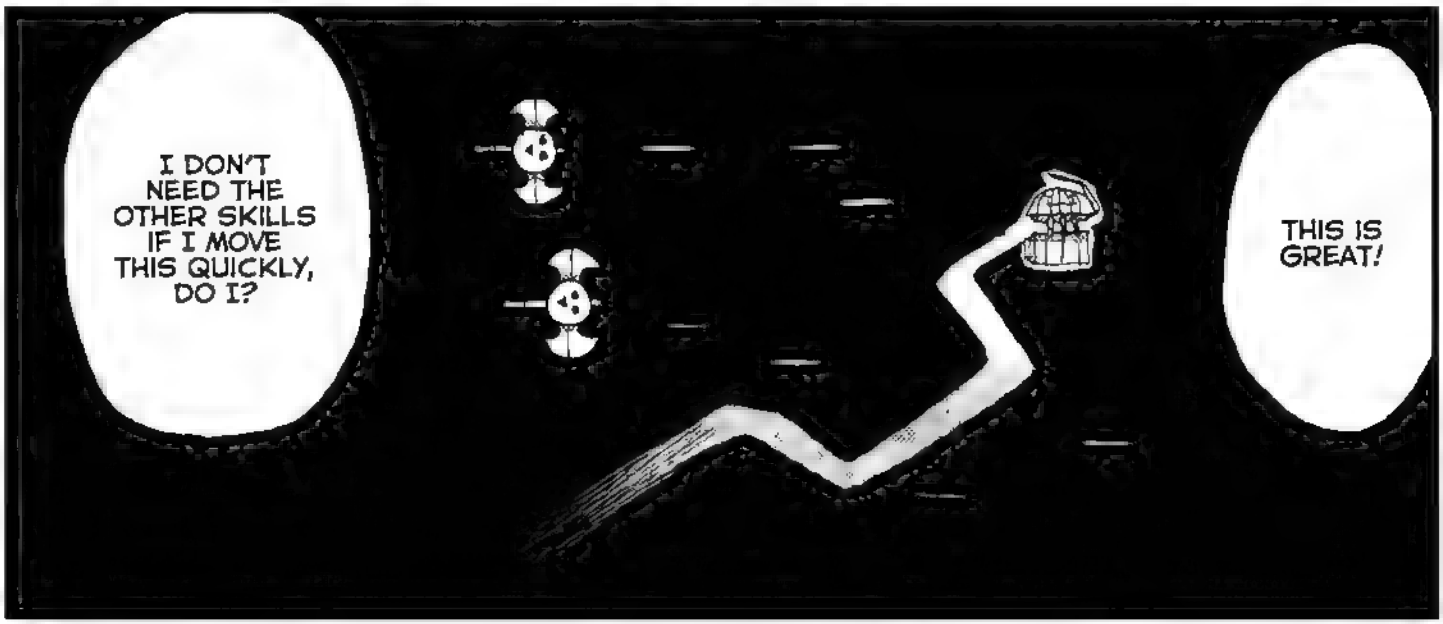
IT'S...

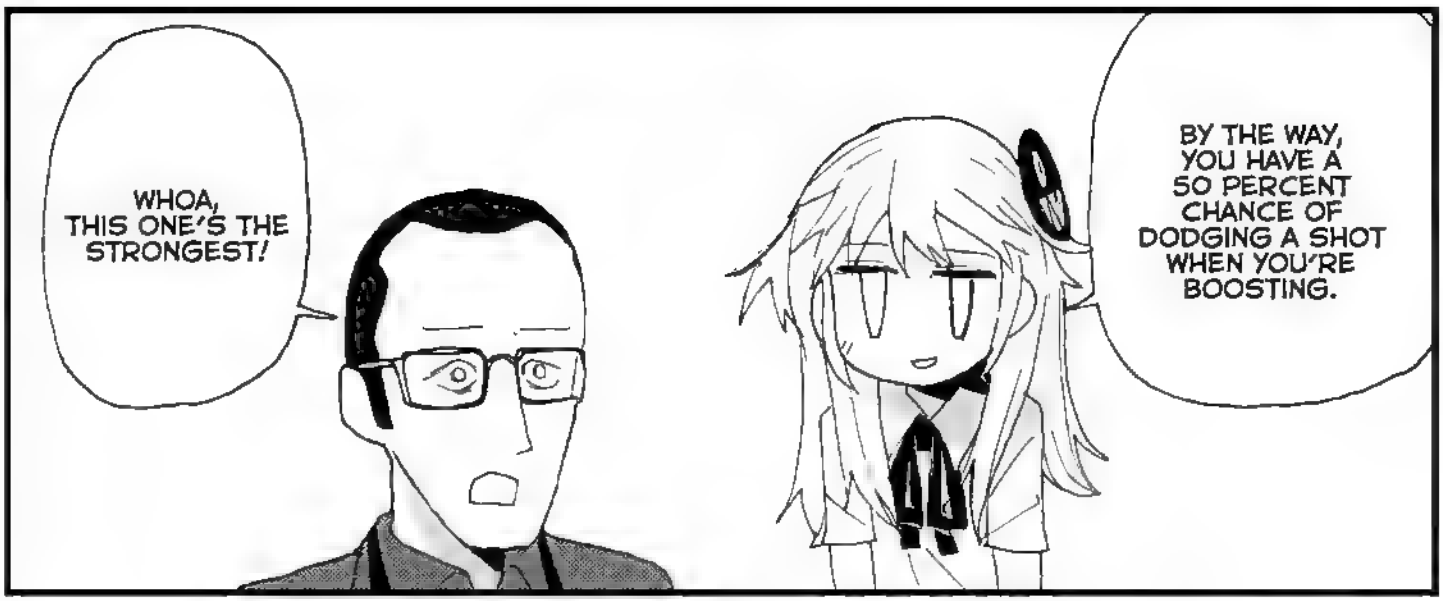

THERE'S ONE MORE GAUGE FILLING UP. WHAT'S THIS?


PLEASE MAKE DO SOMEHOW WITH THE STEALTH.


HASTE!
OH.

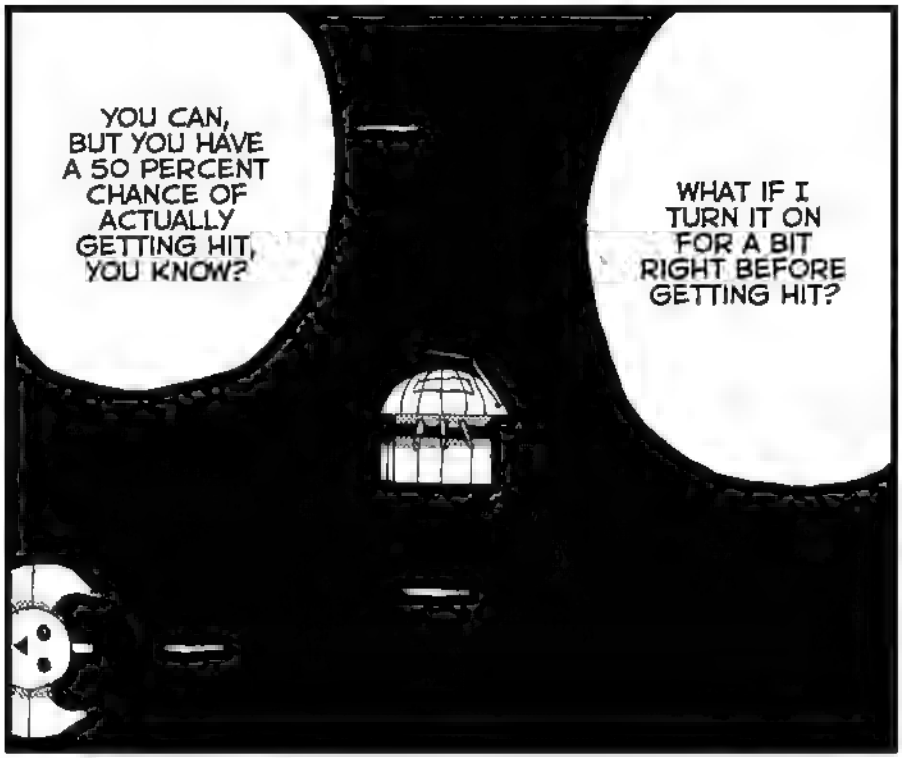

OHH!


I DON'T NEED THE OTHER SKILLS IF I MOVE THIS QUICKLY, DO I?
THIS IS GREAT!

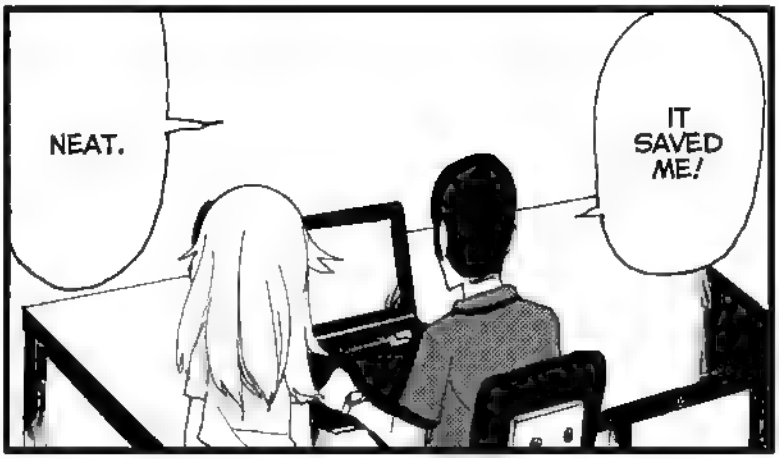

WHOA, THIS ONE'S THE STRONGEST!
BY THE WAY, YOU HAVE A 50 PERCENT CHANCE OF DODGING A SHOT WHEN YOU'RE BOOSTING.

OHH.

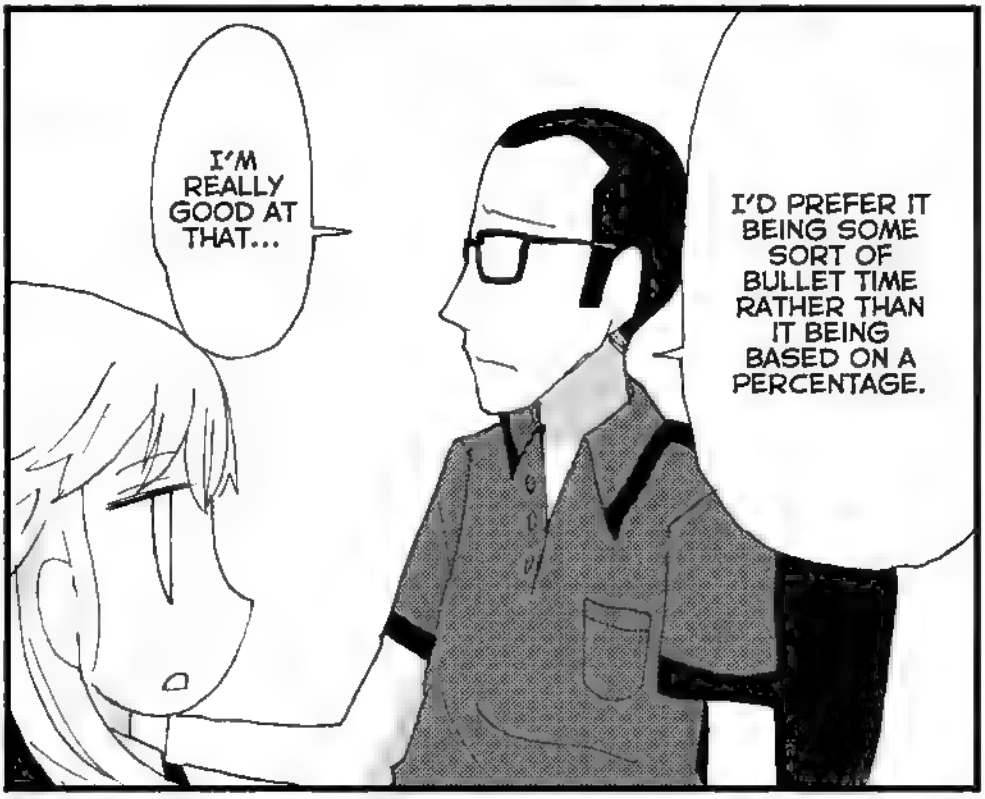
LET'S TRY IT OUT.
THERE.

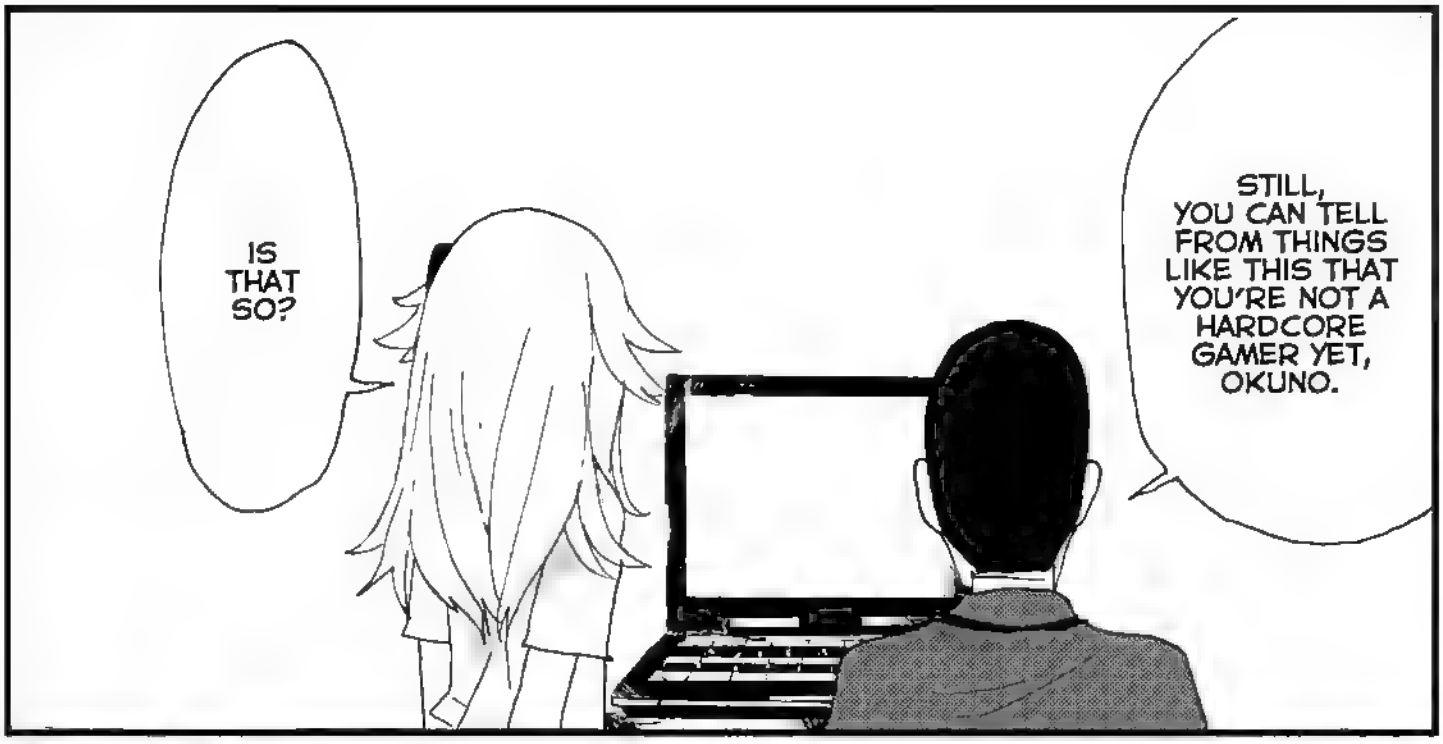

YOU CAN, BUT YOU HAVE A 50 PERCENT CHANCE OF ACTUALLY GETTING HIT, YOU KNOW?
WHAT IF I TURN IT ON FOR A BIT RIGHT BEFORE GETTING HIT?

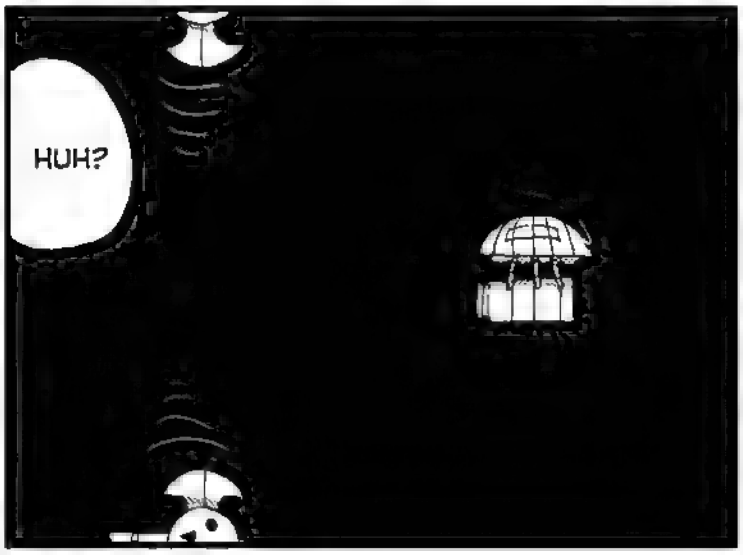
TOO BAD, THOUGH.
HM...

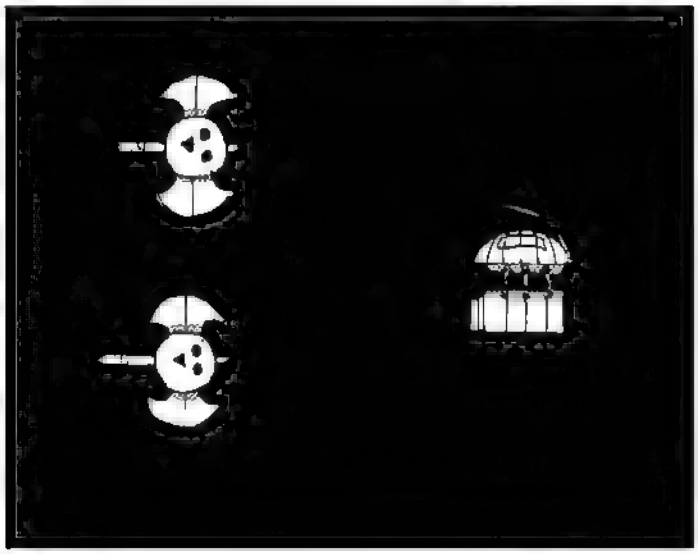

NEAT.
IT SAVED ME!

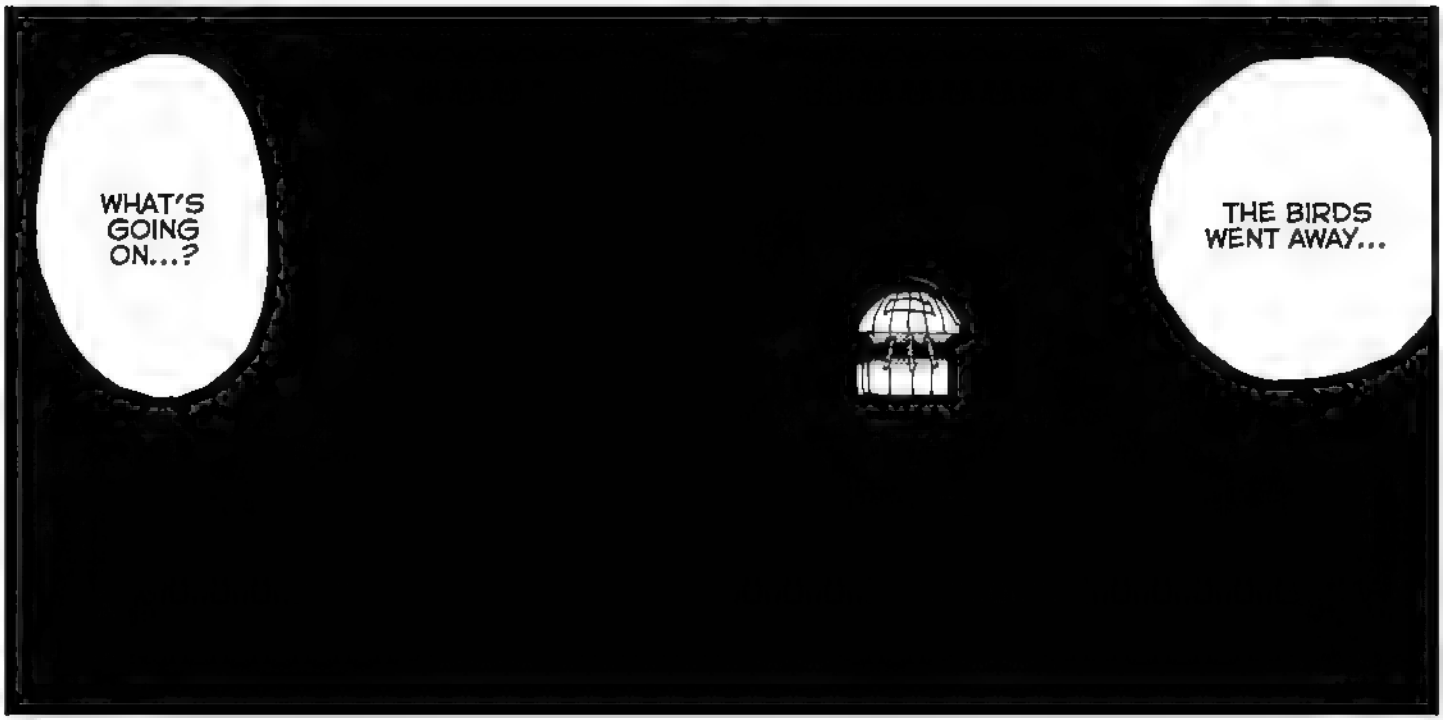
HM, HM.
I THINK IT'S BETTER FOR THIS SORT OF GAME TO INVOLVE AS LITTLE LUCK AS POSSIBLE.


I'M REALLY GOOD AT THAT...
I'D PREFER IT BEING SOME SORT OF BULLET TIME RATHER THAN IT BEING BASED ON A PERCENTAGE.


IS THAT SO?
STILL, YOU CAN TELL FROM THINGS LIKE THIS THAT YOU'RE NOT A HARDCORE GAMER YET, OKUNO.


HUH?




WHAT'S GOING ON...?
THE BIRDS WENT AWAY...

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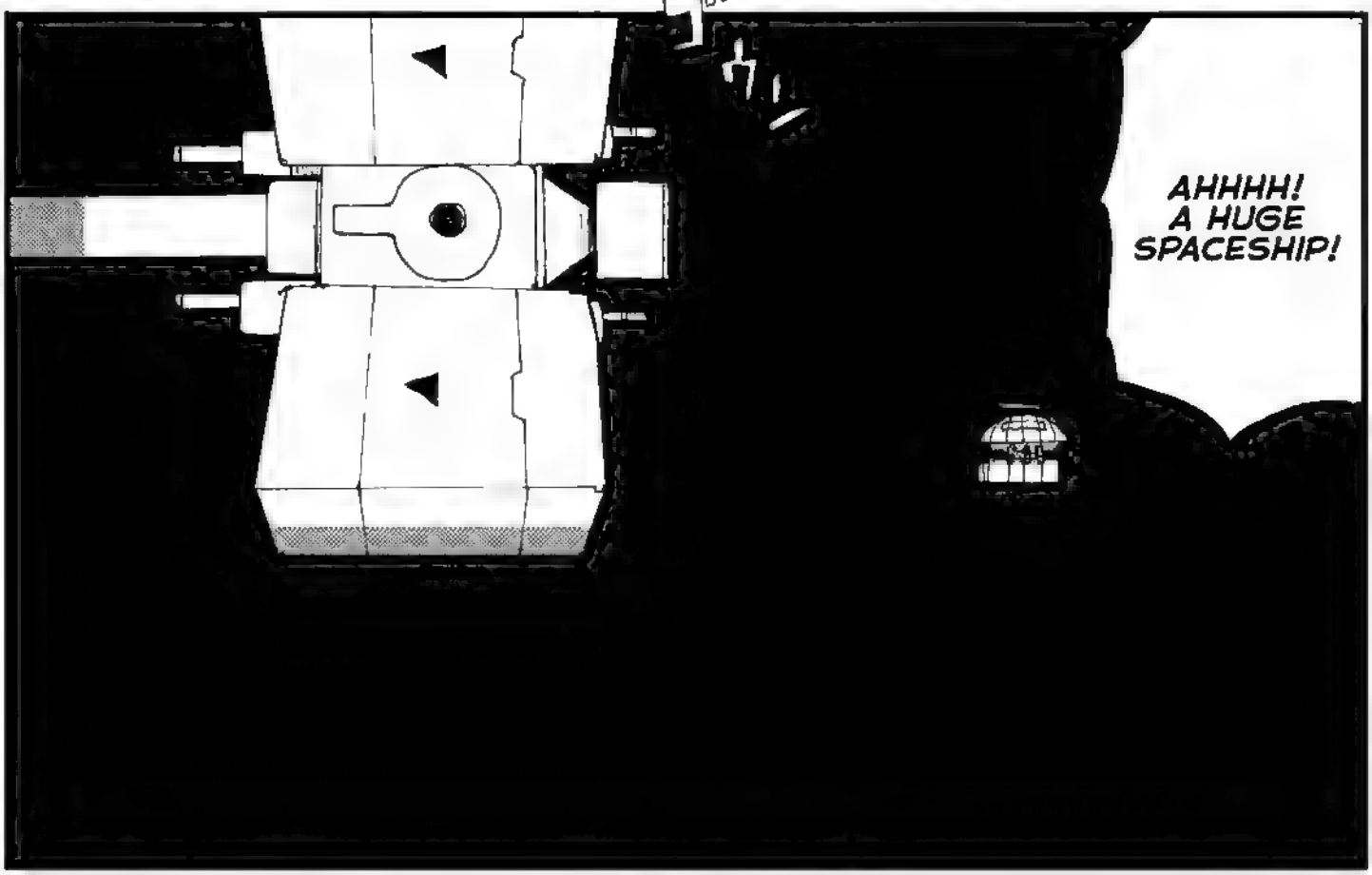
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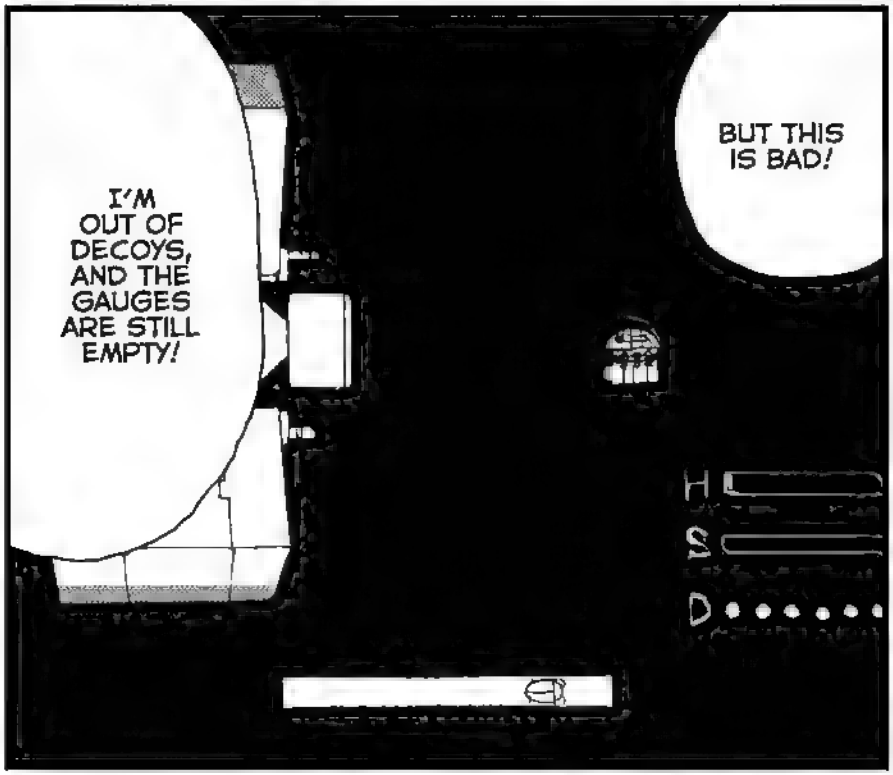
AHHHH! A HUGE SPACESHIP!


I'M OUT OF DECOYS, AND THE GAUGES ARE STILL EMPTY!
BUT THIS IS BAD!
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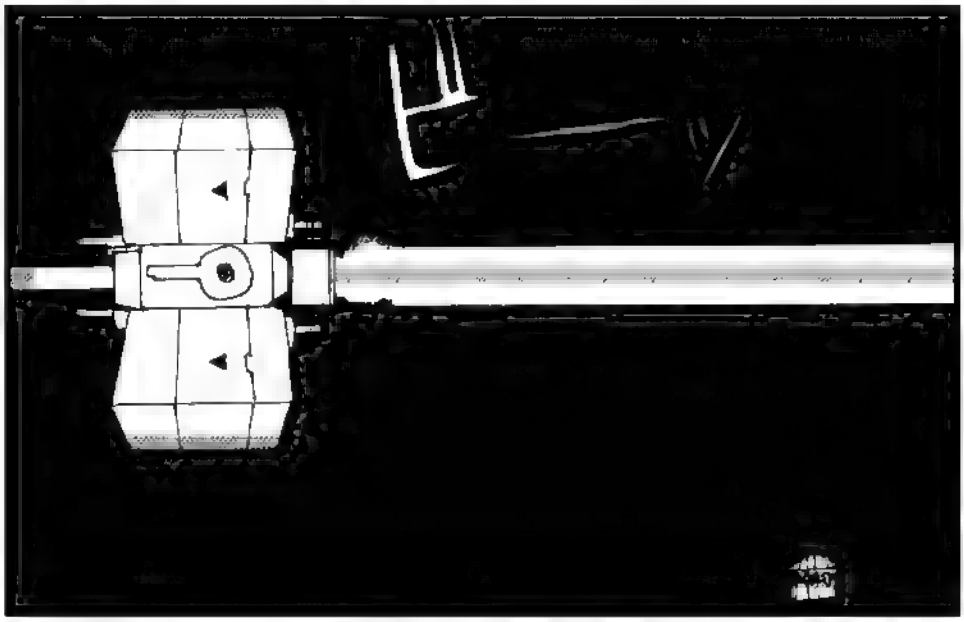
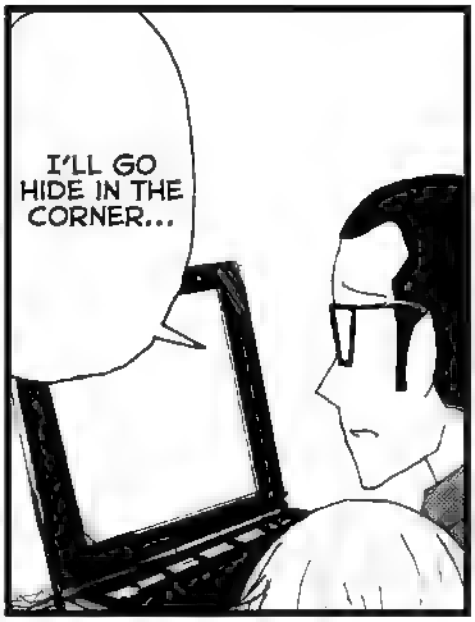
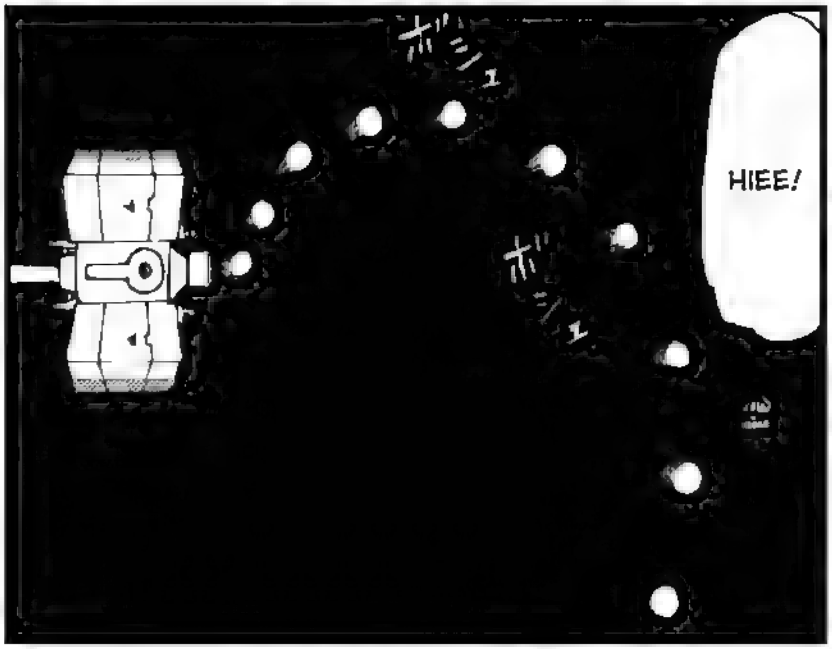
IT'S COOL!
IS IT?




I'LL GO HIDE IN THE CORNER...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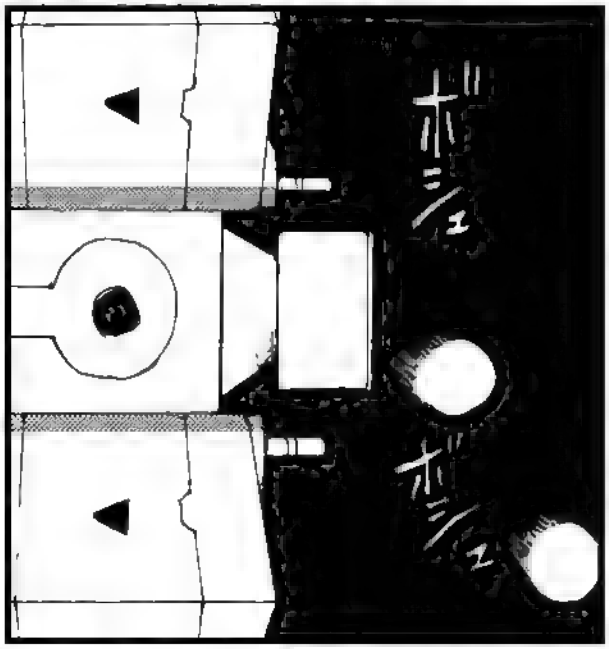
HIEE!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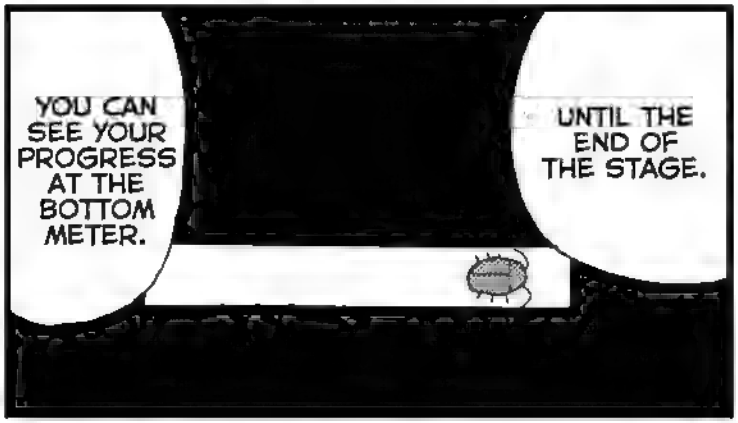
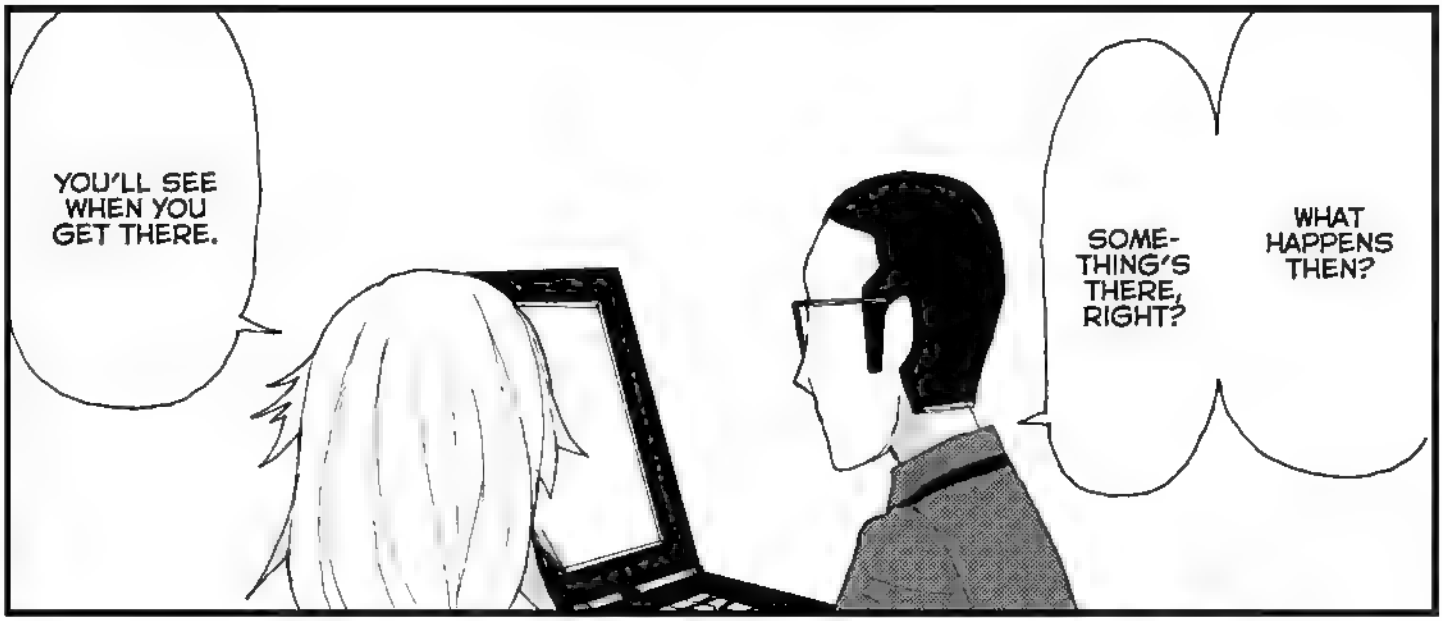
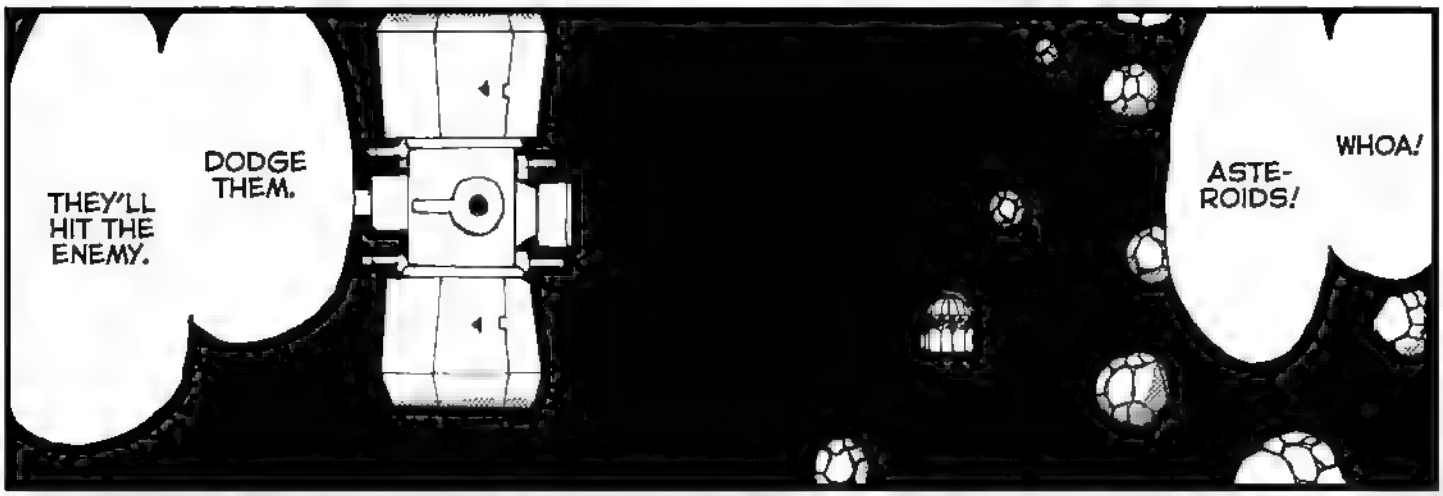
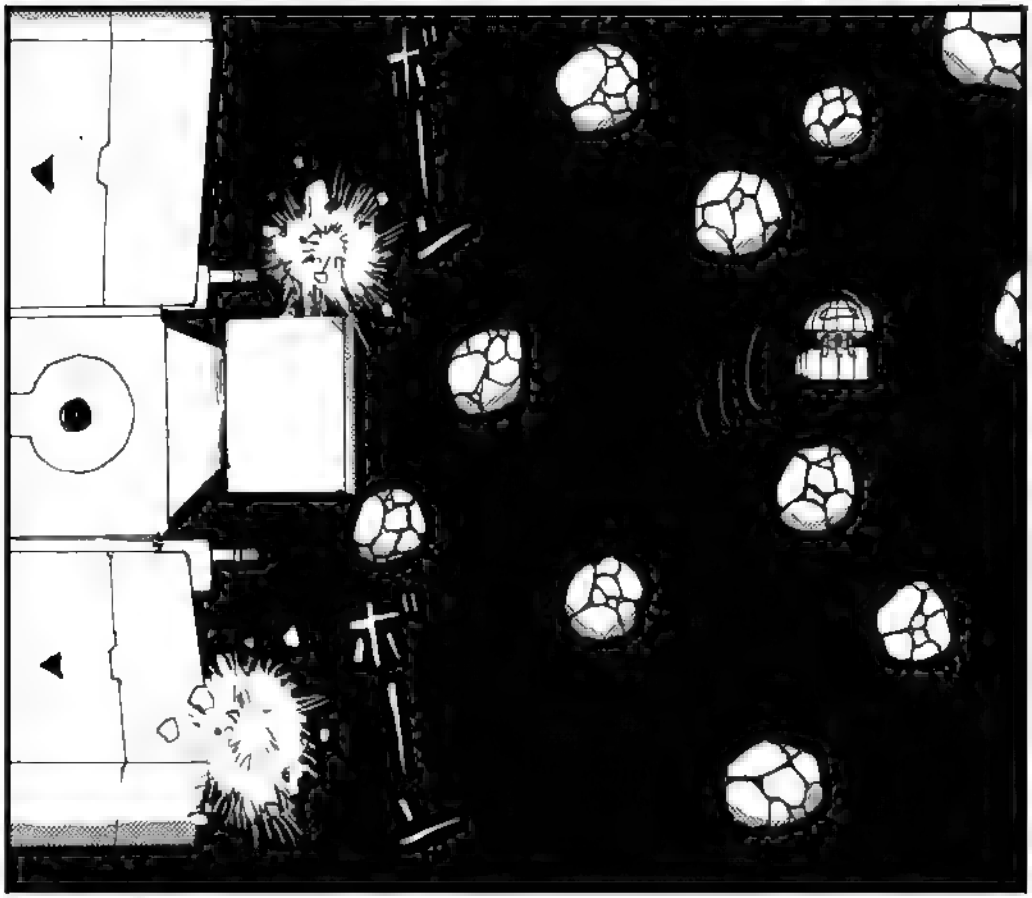
BY THE WAY, HOW LONG AM I SUPPOSED TO BE DOING THIS?

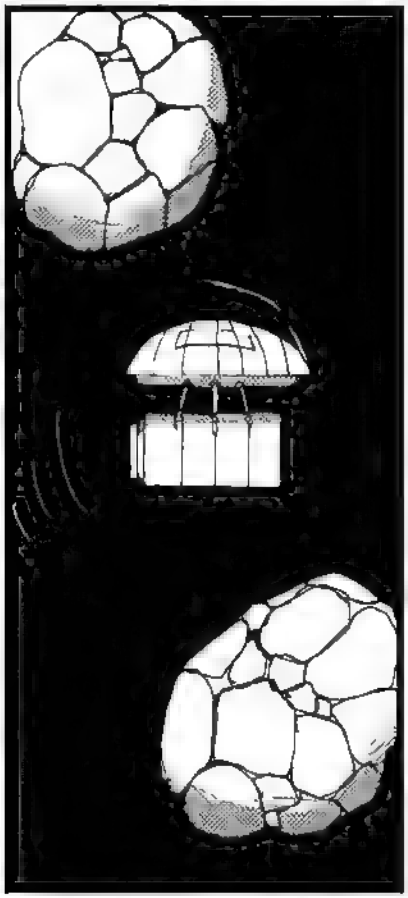

YOU CAN SEE YOUR PROGRESS AT THE BOTTOM METER.
UNTIL THE END OF THE STAGE.

STILL, I'M GOOD AT DODGING STUFF LIKE THIS...

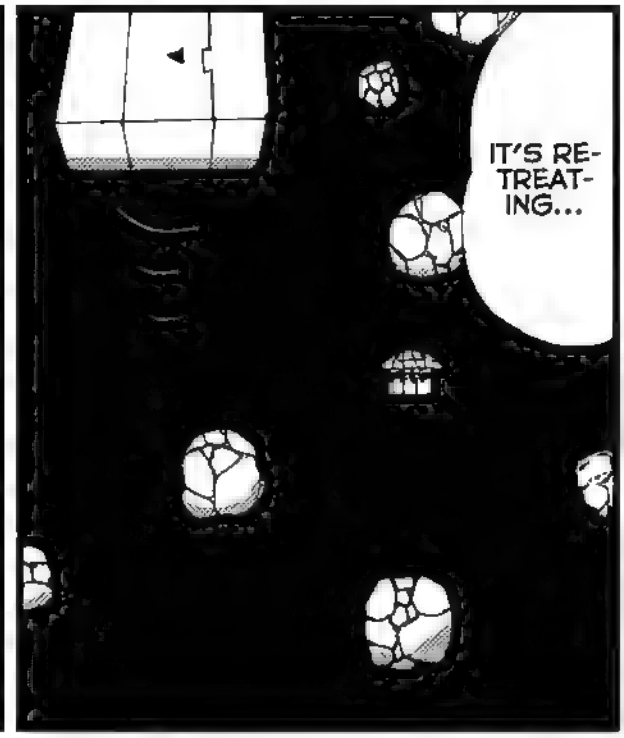

YOU'LL SEE WHEN YOU GET THERE.
SOME-THING'S THERE, RIGHT?
WHAT HAPPENS THEN?


THEY'LL HIT THE ENEMY.
DODGE THEM.
ASTE-ROIDS!
WHOA!





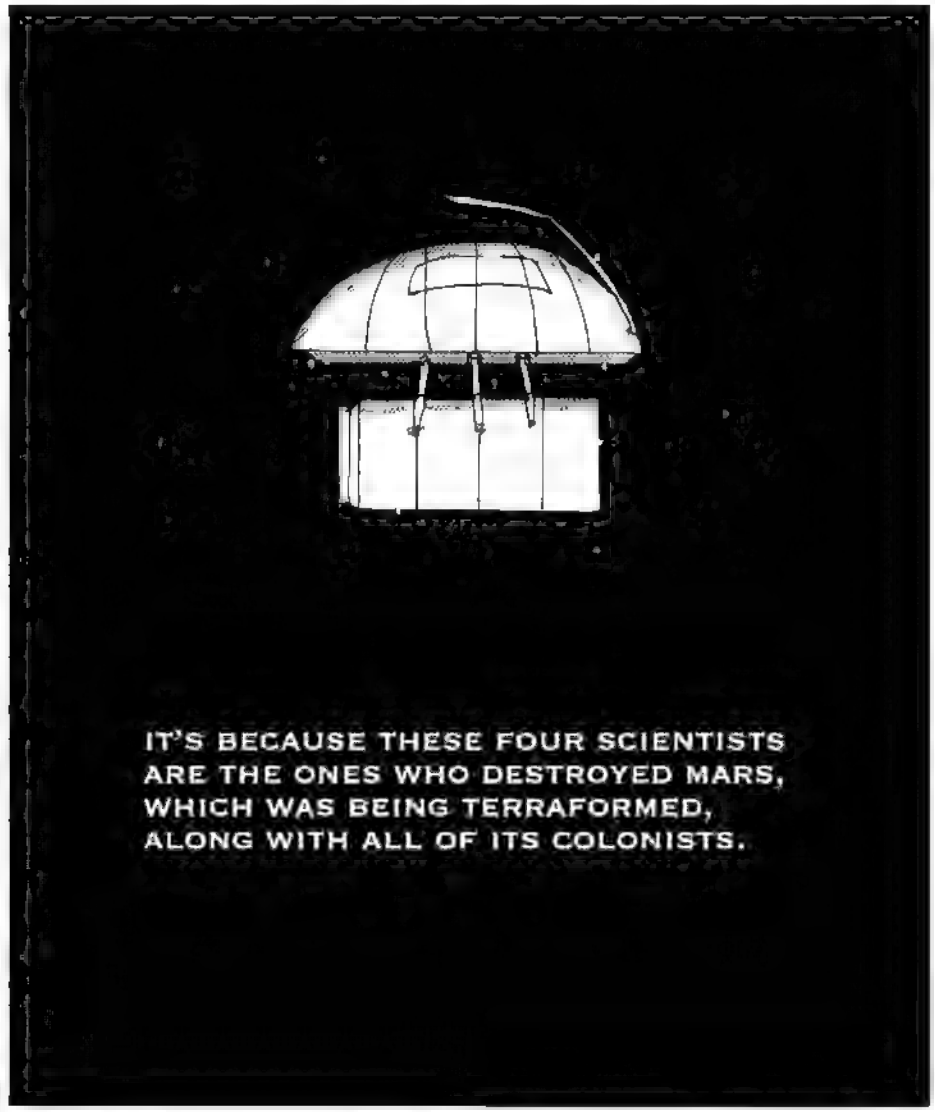
ALRIGHT! STAGE CLEAR!
PHEW...

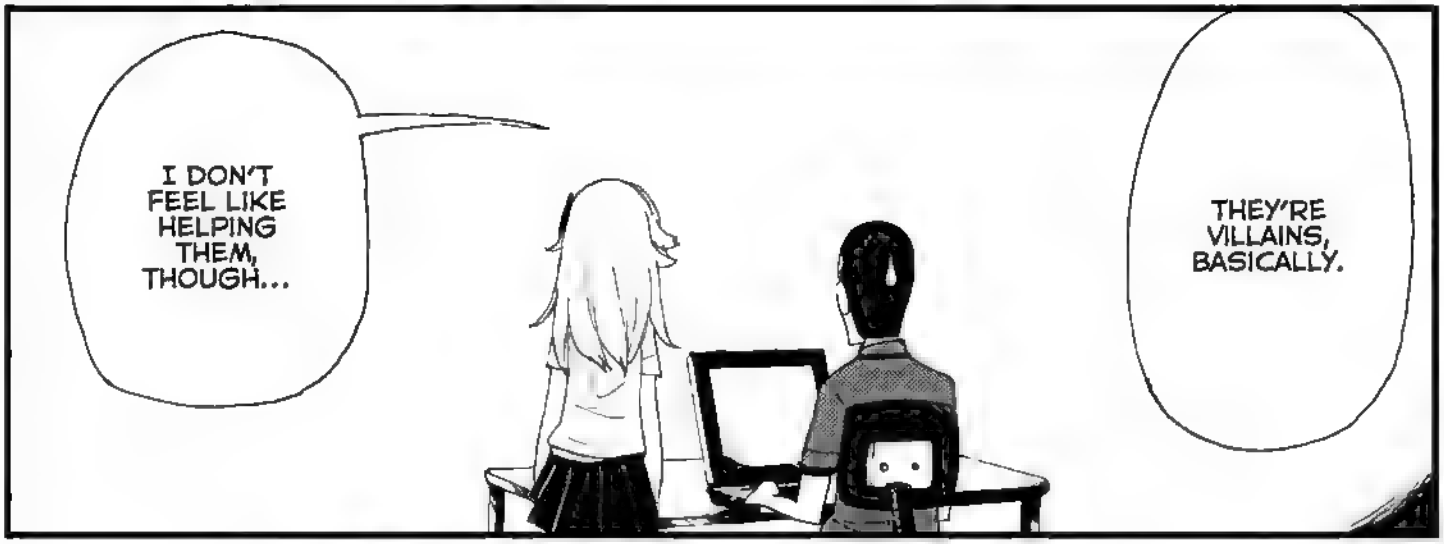

IT'S RE-TREAT-ING...

THE SCIENTISTS ARE ESCAPING TO JUPITER ON THIS CARGO SHIP, THE CARAPACE.
WHY ARE THEY ON THE RUN?

THERE'S A BIT OF A CUTSCENE HERE...

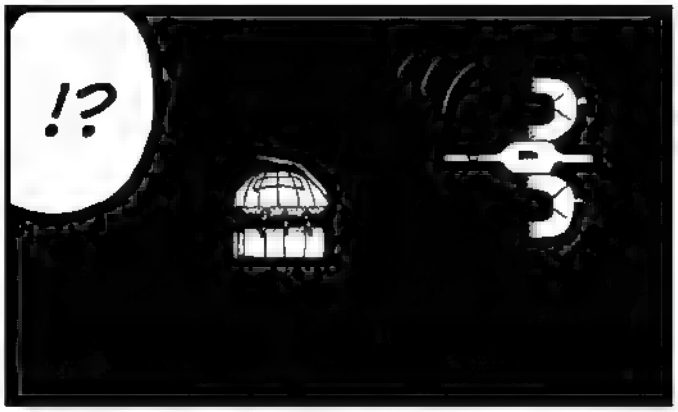
THEY'RE CRIMINALS!?

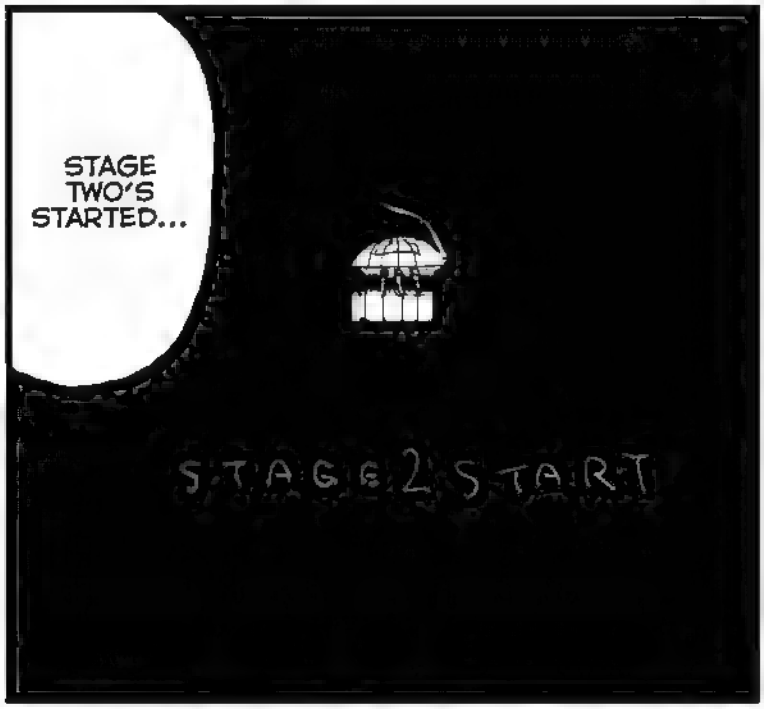

IT'S BECAUSE THESE FOUR SCIENTISTS ARE THE ONES WHO DESTROYED MARS, WHICH WAS BEING TERRAFORMED, ALONG WITH ALL OF ITS COLONISTS.


I DON'T FEEL LIKE HELPING THEM, THOUGH...
THEY'RE VILLAINS, BASICALLY.

NO WAY I COULD LIVE ON THE RUN.
I'D GIVE MYSELF UP IF I WERE THEM.

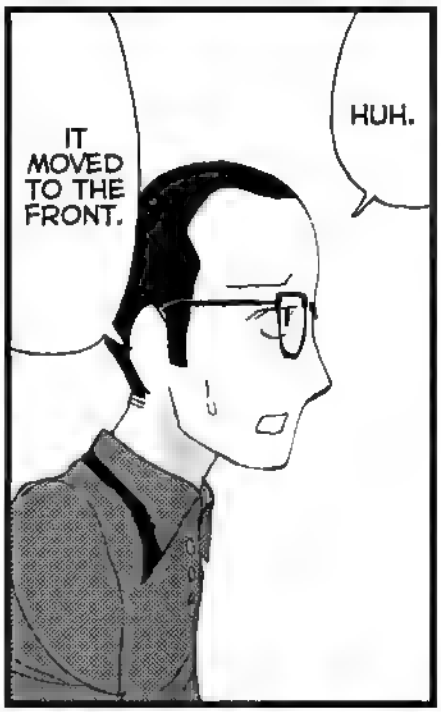
YOU'LL LEARN MORE ABOUT THE SITUATION LATER ON.


!?

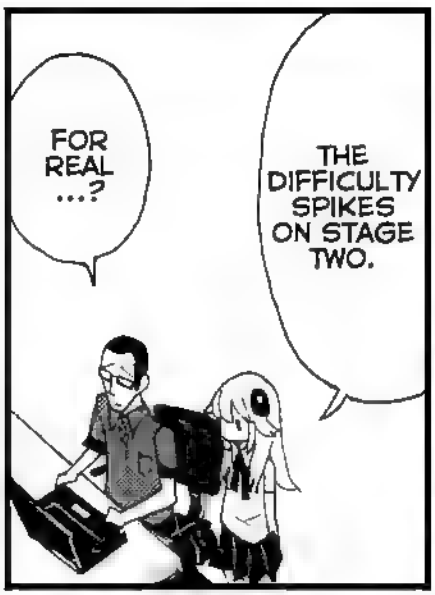

STAGE TWO'S STARTED...
STAGE 2 START

AHH!

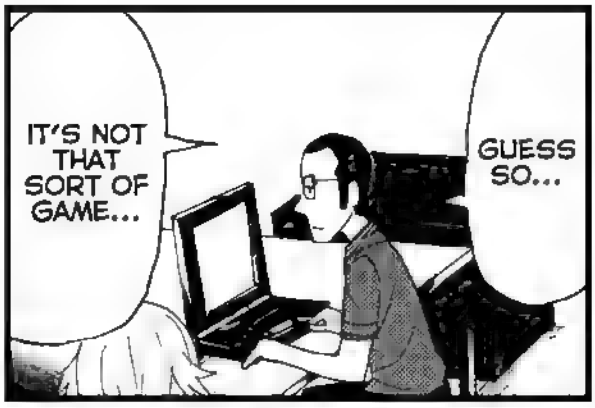
WHAT DO I DO?
WHAT DO I DO?


IT MOVED TO THE FRONT.
HUH.

YEAH, I KIND OF KNOW WHAT YOU'RE TALKING ABOUT...
WE DON'T REALLY KNOW WHY, BUT WE THOUGHT THAT IT'S SUPPOSED TO BE LIKE THAT...


FOR REAL ...?
THE DIFFICULTY SPIKES ON STAGE TWO.

GAME OVER, HUH...?
GAME OVER

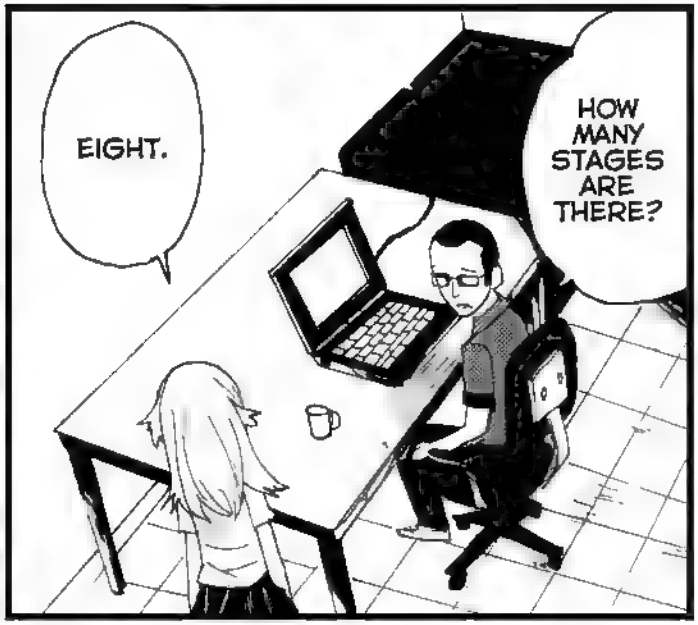

IT'S NOT THAT SORT OF GAME...
GUESS SO...

NO.
DO I GET WEAPONS LATER ON?

NOT AT ALL...!

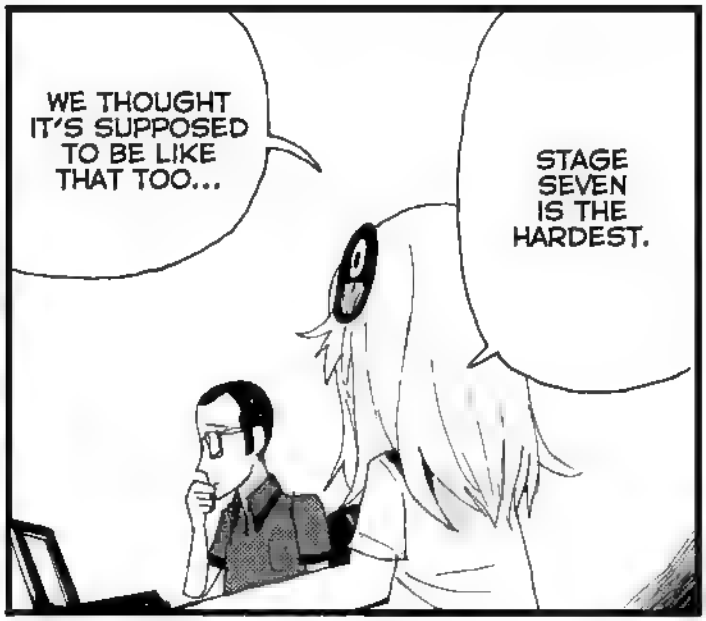
ARE YOU ALRIGHT ON TIME, SENSEI?

THAT'S A GOOD NUMBER...
EIGHT, HUH...?


EIGHT.
HOW MANY STAGES ARE THERE?

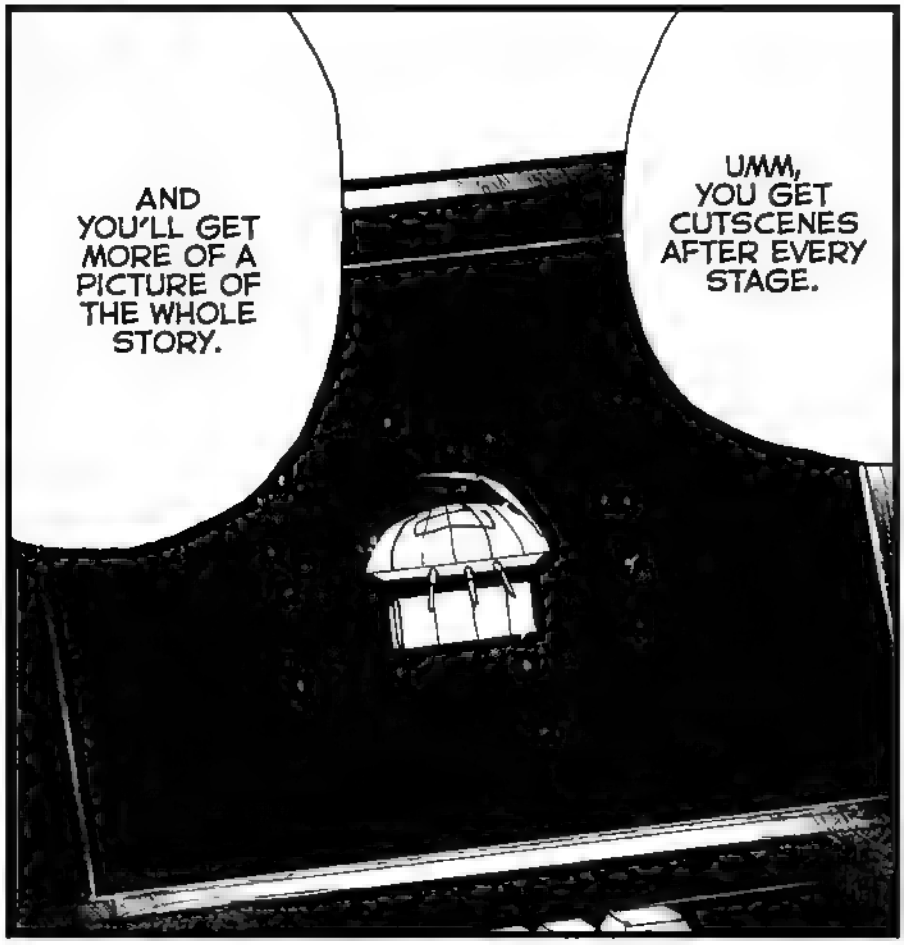
I WANT TO PLAY MORE...
YEAH, SOUNDS FAMILIAR...

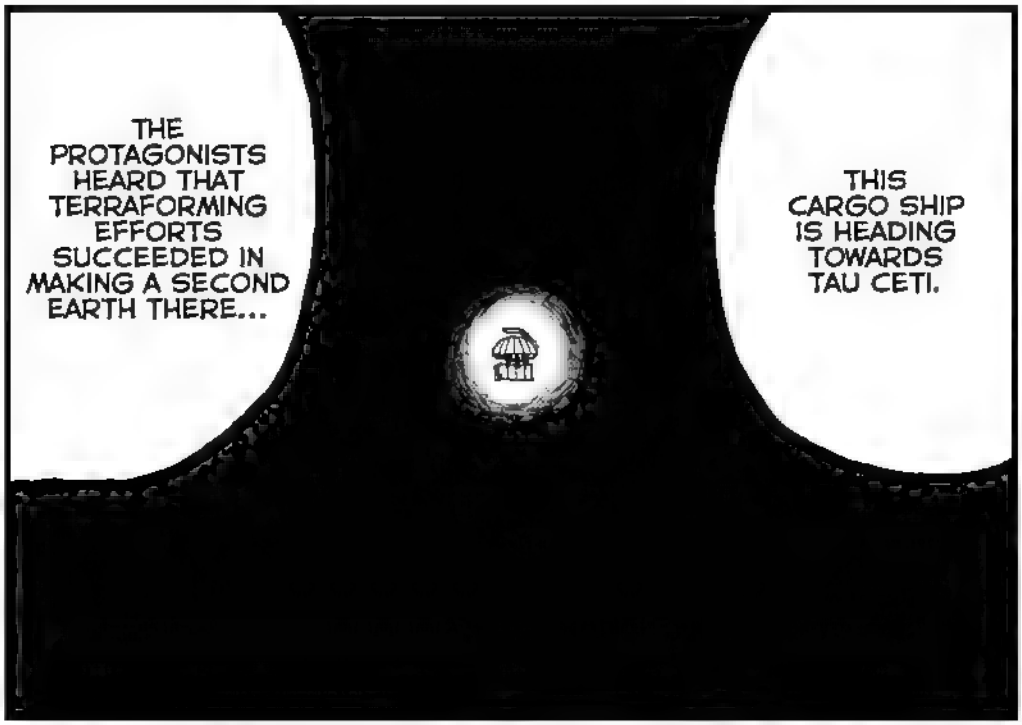
AND STAGE FOUR IS THE MOST GIMMICKY.


WE THOUGHT IT'S SUPPOSED TO BE LIKE THAT TOO...
STAGE SEVEN IS THE HARDEST.

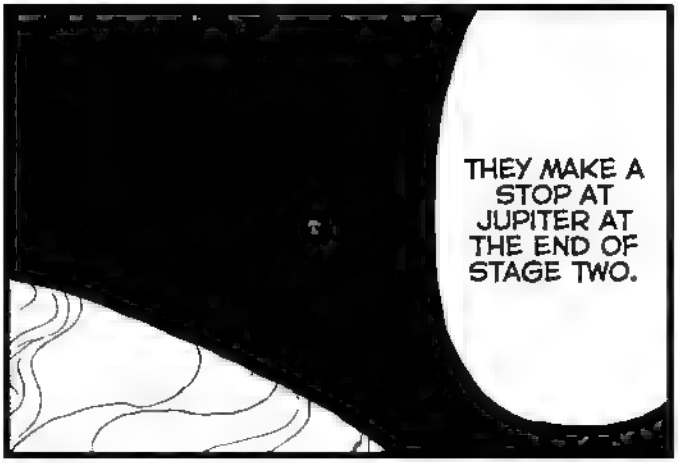
JUST GIVE ME A SUMMARY.
HUH?
BY THE WAY, WHAT HAPPENS AFTER THIS?

LONG STORY SHORT, THIS IS ALL A CONSPIRACY BY THE EARTH GOVERNMENT.
HUH.


AND YOU'LL GET MORE OF A PICTURE OF THE WHOLE STORY.
UMM, YOU GET CUTSCENES AFTER EVERY STAGE.

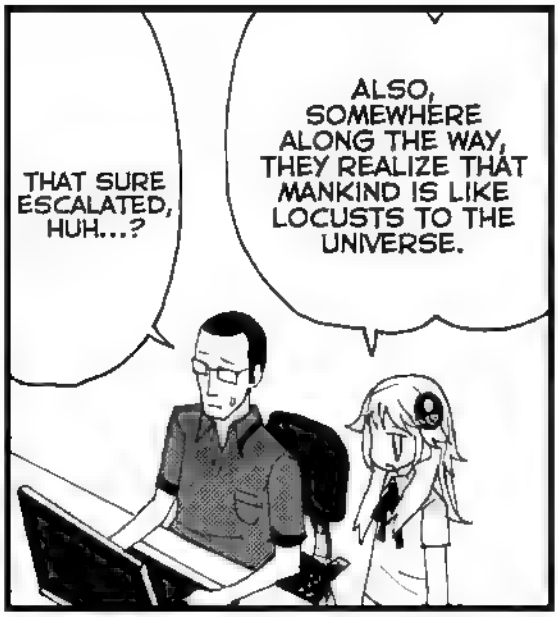

THE PROTAGONISTS HEARD THAT TERRAFORMING EFFORTS SUCCEEDED IN MAKING A SECOND EARTH THERE...
THIS CARGO SHIP IS HEADING TOWARDS TAU CETI.

HOWEVER, WHAT THEY FIND THERE ARE MONSTERS.


THEY MAKE A STOP AT JUPITER AT THE END OF STAGE TWO.

THEY WANT TO ASK FOR HELP FROM THEIR FORMER FELLOW SCIENTISTS...

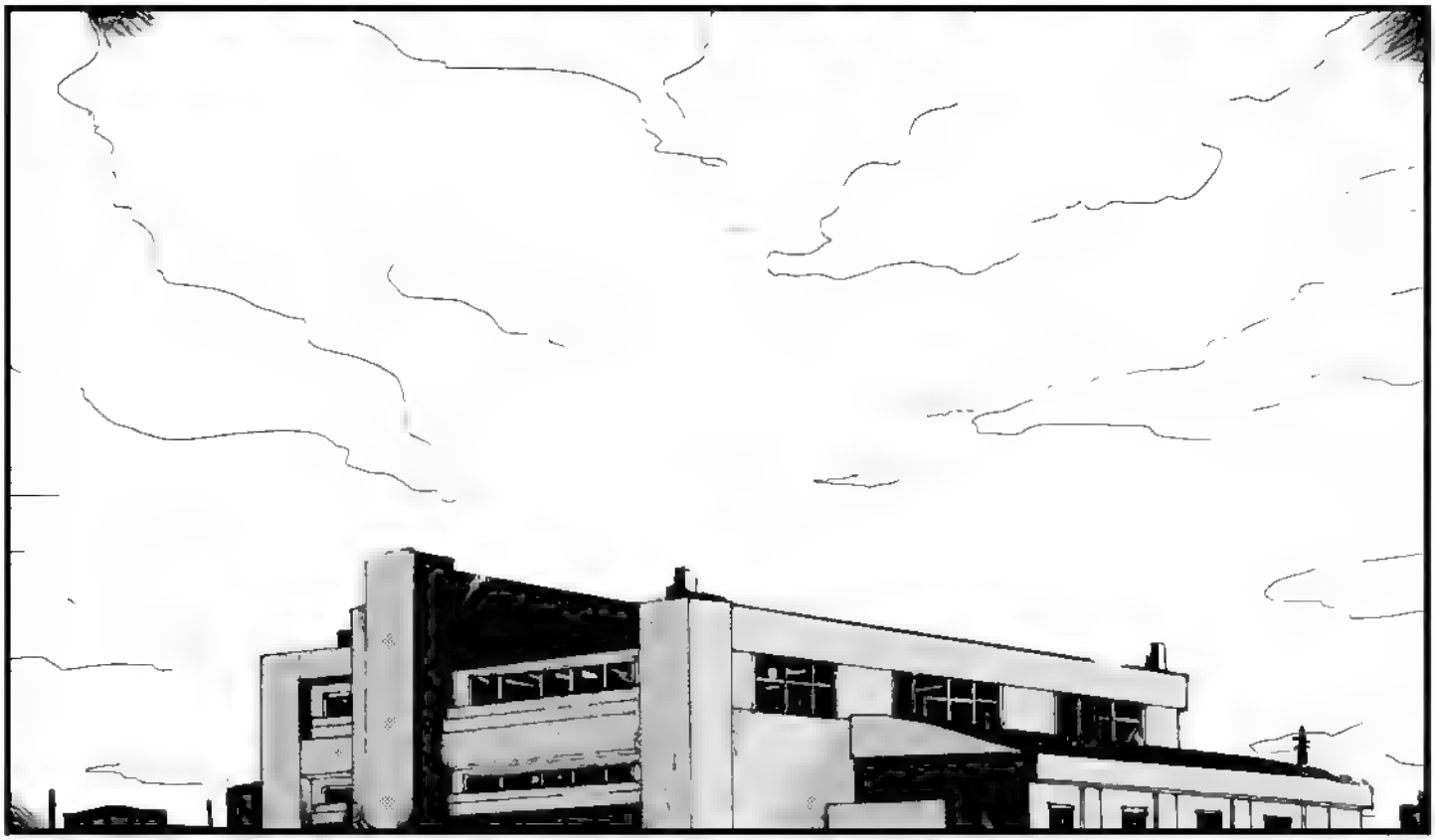
ON TOP OF THAT, IT GETS WORSE THE FURTHER AWAY THEY ARE FROM EARTH.
BUT THAT PLANET AND EVERY PLANET AFTER HAVE BEEN DESTROYED BY ELDRITCH CREATURES.
THE CREW, HAVING BARELY ESCAPED WITH THEIR LIVES, HEAD TOWARDS THE NEXT PLANET,


THAT SURE ESCALATED, HUH...?
ALSO, SOMEWHERE ALONG THE WAY, THEY REALIZE THAT MANKIND IS LIKE LOCUSTS TO THE UNIVERSE.

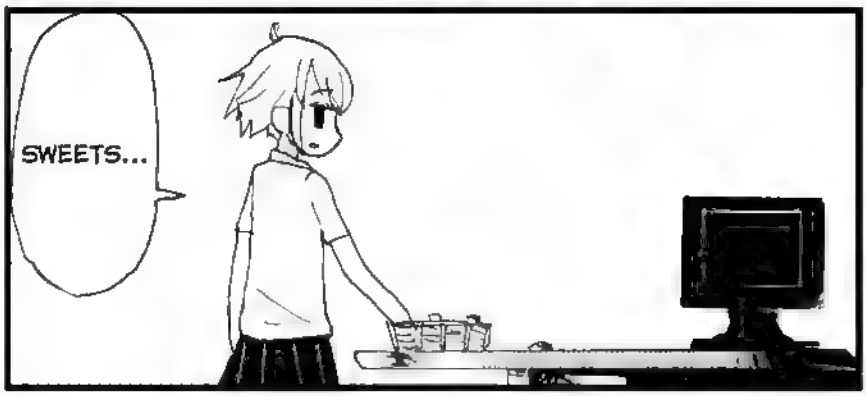
SEEING THAT, THEY MAKE THE CONCLUSION THAT TAU CETI MUST BE NIGHTMARISH...
THAT'S THE STORY.

I'M BORROW-ING THIS FOR A BIT.
I'LL PLAY IT CASU-ALLY.
AL-RIGHT.

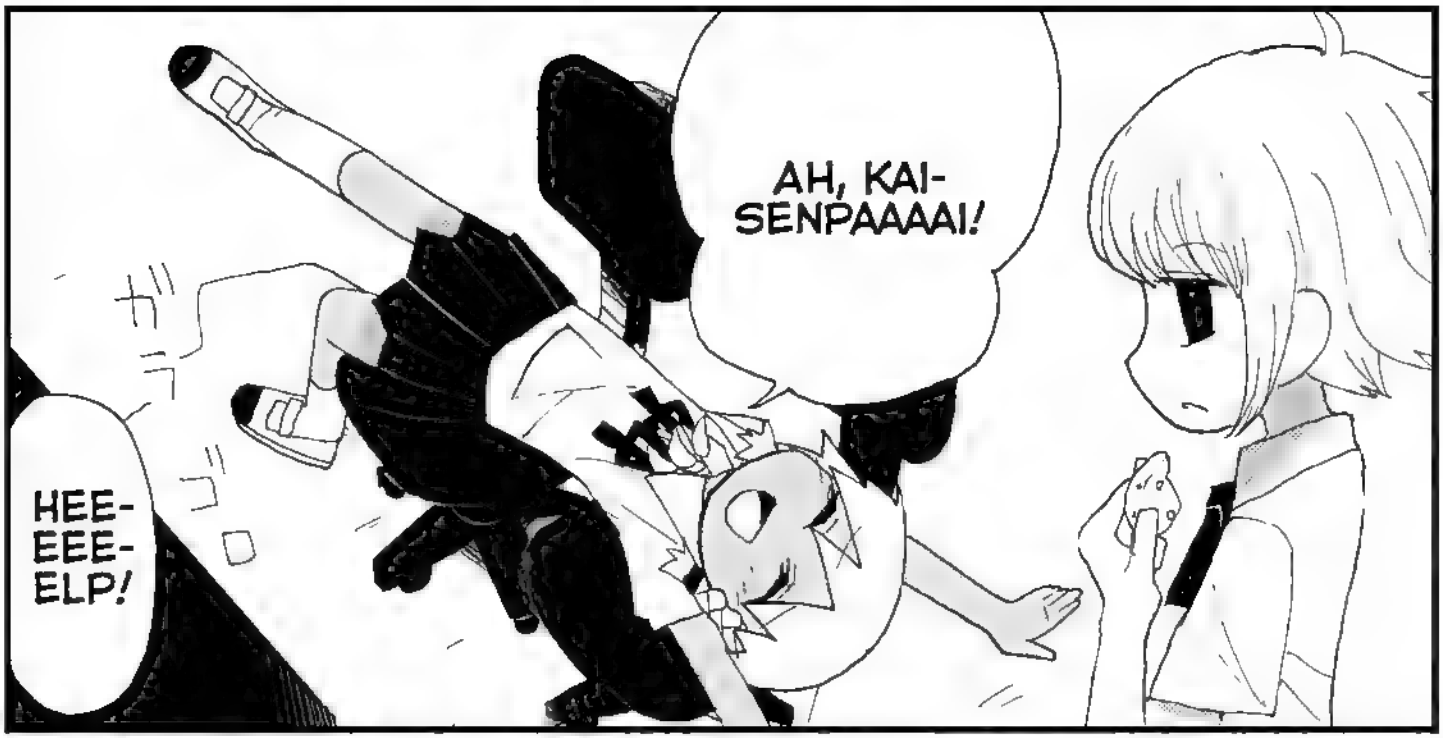
BUT...
AHH... I WANT TO PLAY.

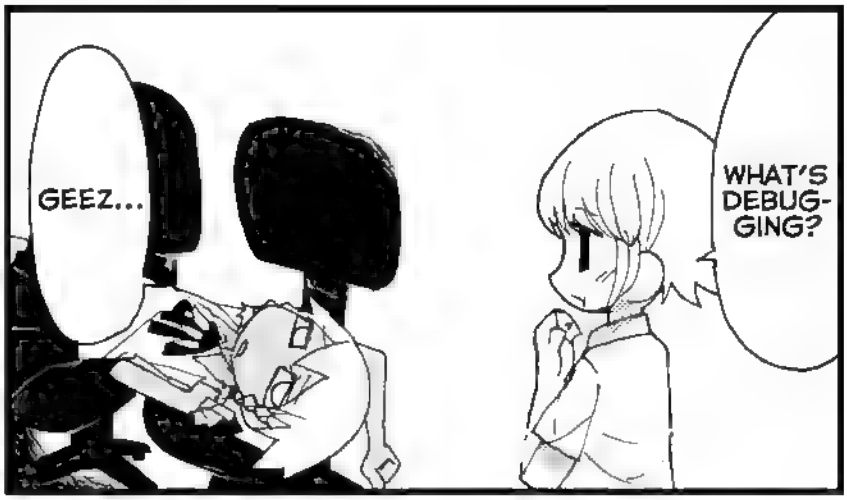


HEYA~
ガラ
ガラ


SWEETS...

HM...


AH, KAI-SENPAAAAI!
HEE-EEE-ELP!
ガラ
ゴロ

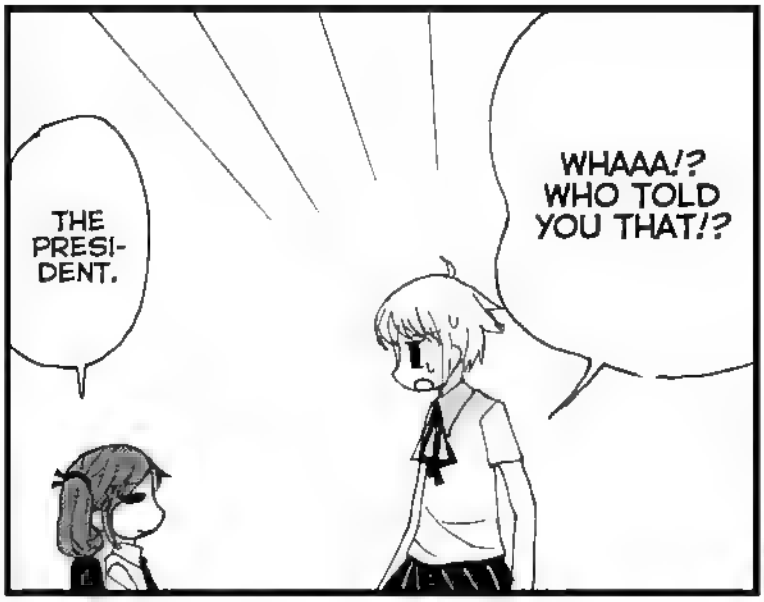

GEEZ...
WHAT'S DEBUG-GING?

HUH.
WE'VE BEEN DEBUGGING A GAME FOR THREE DAYS! IT'S TORTURE!

NICE TO MEET YOU!
A FRESH-MAN!

AH!

HUH?
YOU DO?
I KNOW.
I'M KAI!

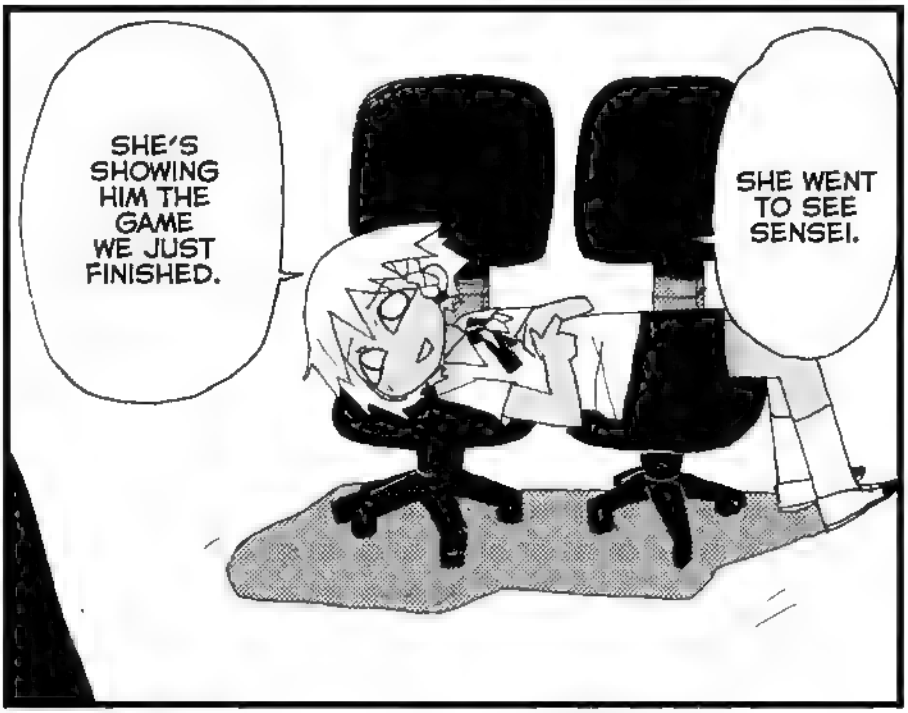

THE PRESI-DENT.
WHAAA!? WHO TOLD YOU THAT!?

YOU'RE ONE OF THE UNRELIABLE THIRD-YEARS THAT ALMOST NEVER SHOW UP FOR CLUB, RIGHT?

YUKI-NAAA-AAAA!
GEEZ!

HUH? AWAY WHERE?
SHE'S AWAY.

WELL, YEAH, BUT...
WAIT, YOU'RE NOT HERE FOR THE NEW GAME?

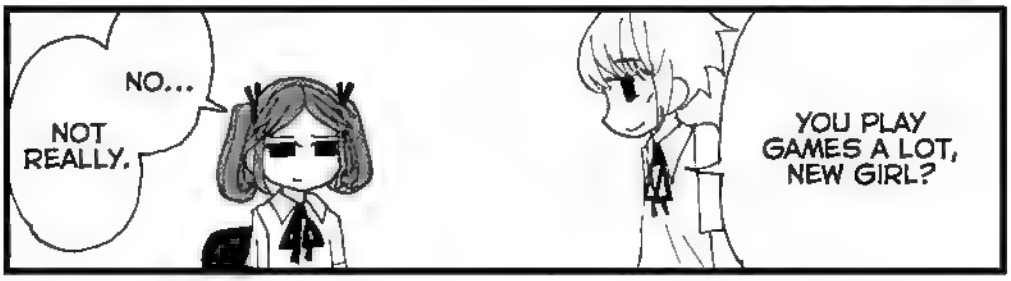

SHE'S SHOWING HIM THE GAME WE JUST FINISHED.
SHE WENT TO SEE SENSEI.

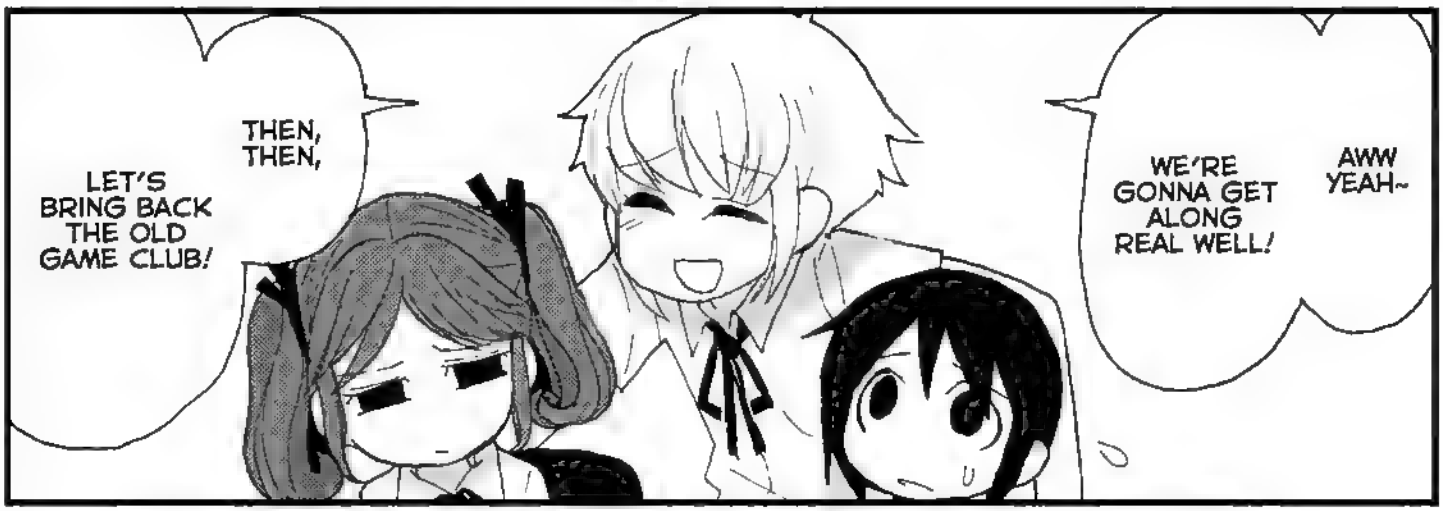
I MEAN, TO BE FRANK, I REALLY COULDN'T CARE LESS ABOUT MAKING GAMES...
IS THAT SO?

IT'S AWKWARD FOR ME TO COME HERE NOW...
THIS CLUB'S GOTTEN REAL UPTIGHT EVER SINCE YUKINA BECAME PREZ...

SOUNDS ABOUT RIGHT...

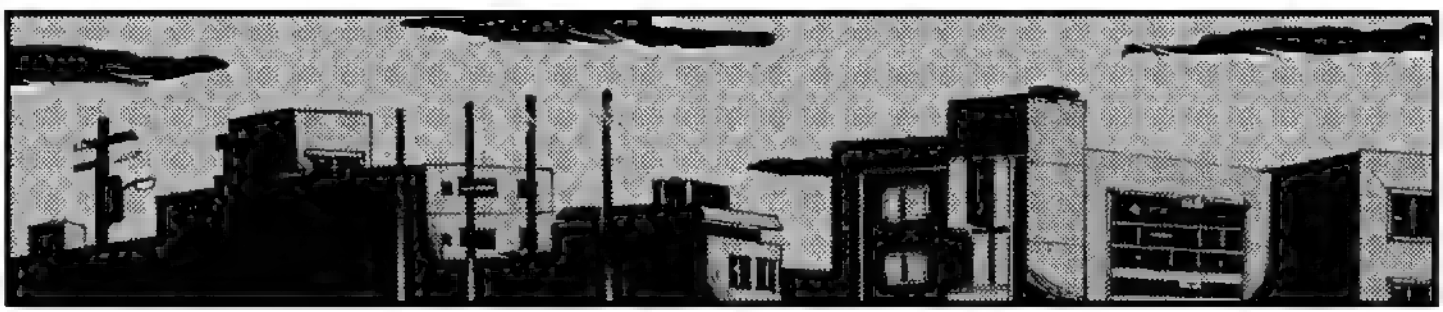
ME NEI-THER.
YOU, NEW BOY?


NO...
NOT REALLY.
YOU PLAY GAMES A LOT, NEW GIRL?


THEN, THEN,
LET'S BRING BACK THE OLD GAME CLUB!
WE'RE GONNA GET ALONG REAL WELL!
AWW YEAH~

WHAT ARE YOU TALKING ABOUT?
BUT YOU'RE LIKE YUKINA'S SLAVE LATELY...
I'VE ALWAYS BEEN ON PREZ' SIDE, YOU KNOW!
ARE YOU AT THAT AGE?
GEEZ!

YOU USED TO BE ON MY SIDE TOO, BESHIKO.

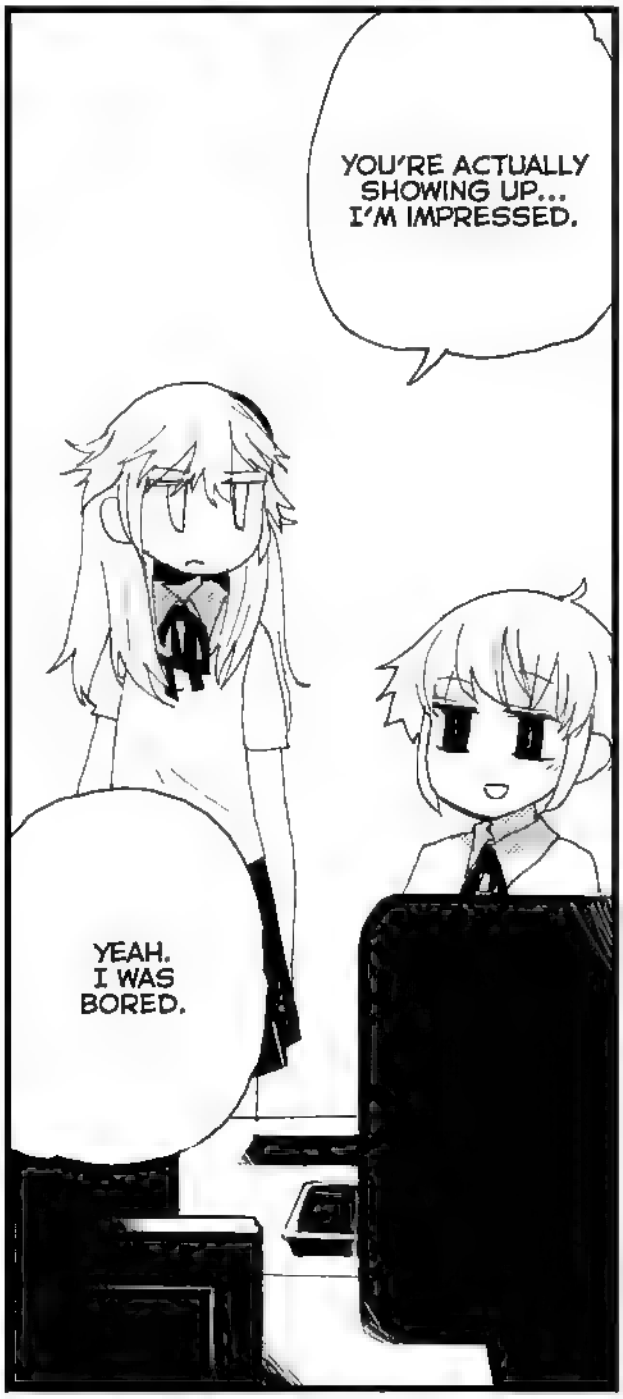


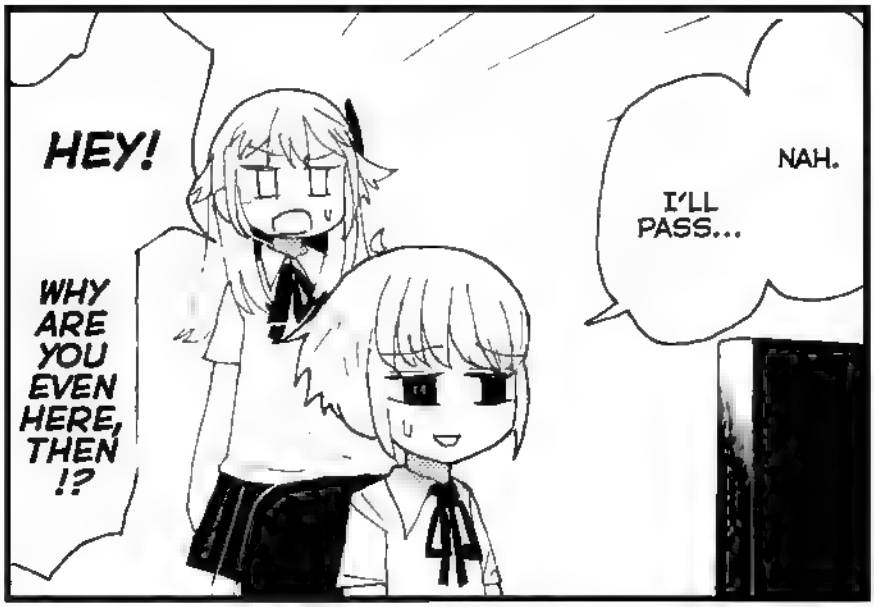
AH.

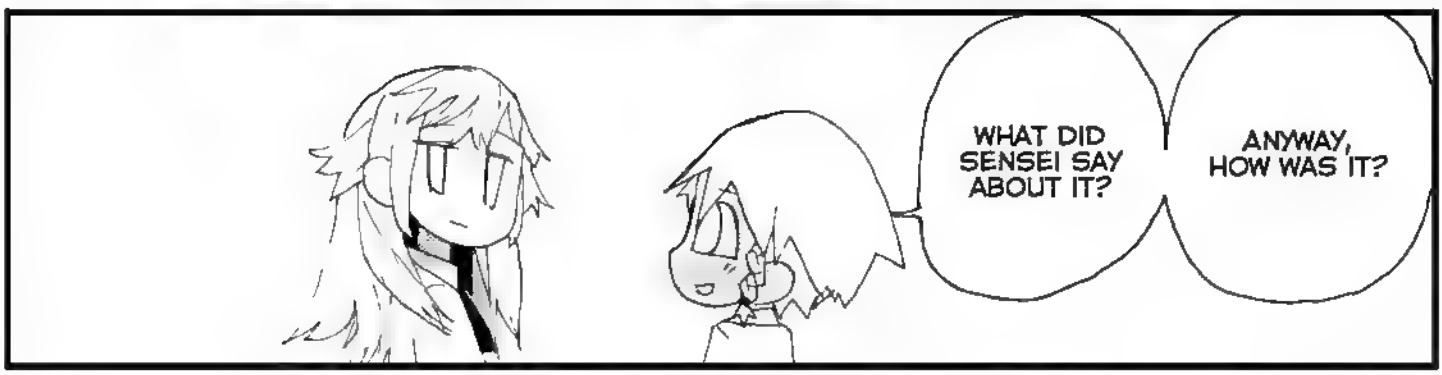
HELLO THERE.
KAI-SENPAI...

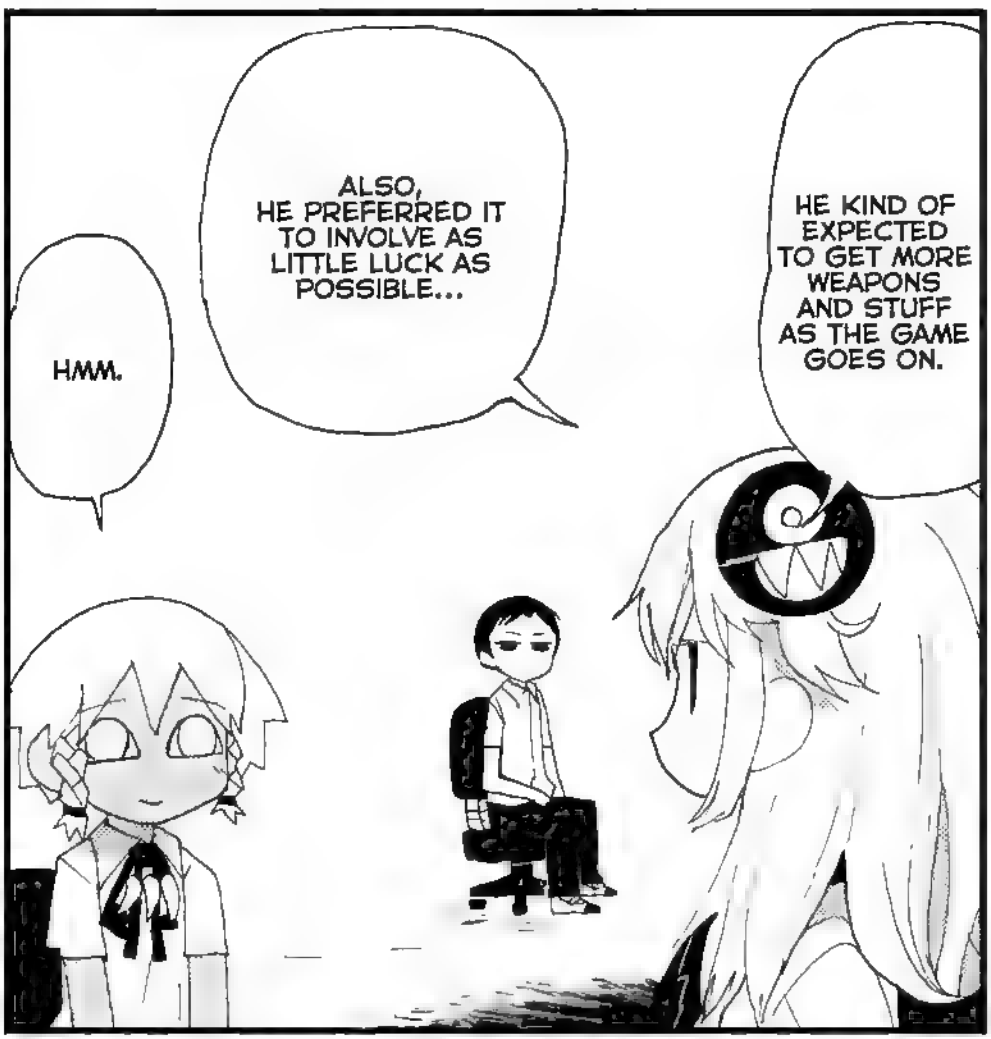
AH.
RIGHT.

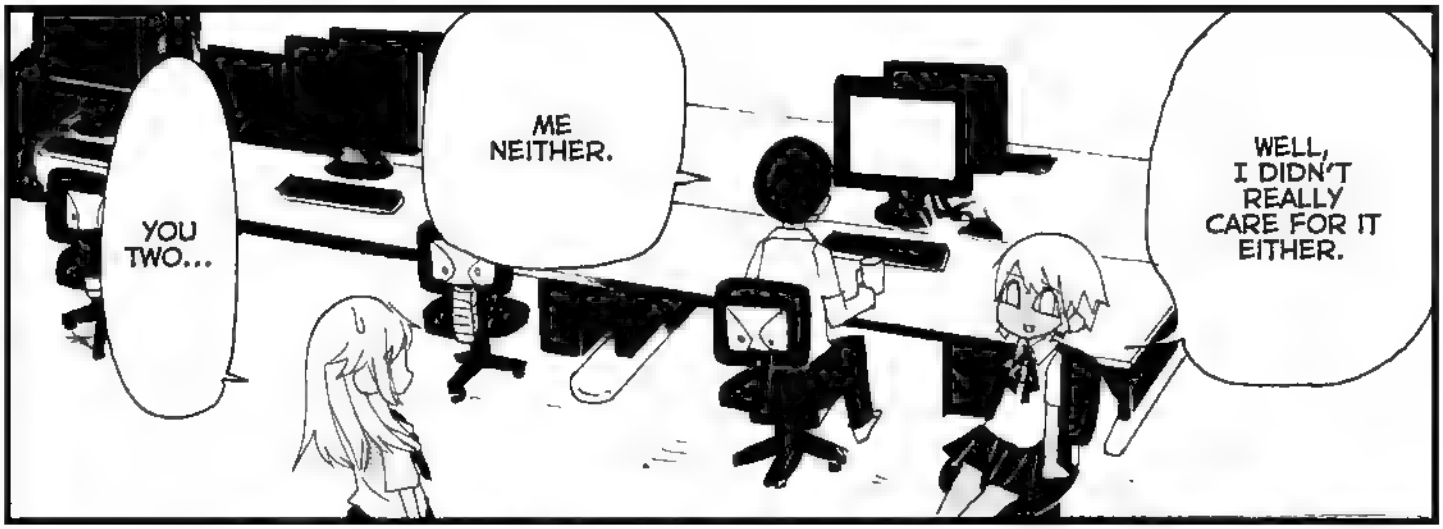
HOW ABOUT TRYING OUR NEW GAME, THEN?
IT'S A SHOOTER...


YOU'RE ACTUALLY SHOWING UP... I'M IMPRESSED.
YEAH. I WAS BORED.


HEY!
WHY ARE YOU EVEN HERE, THEN !?
NAH.
I'LL PASS...

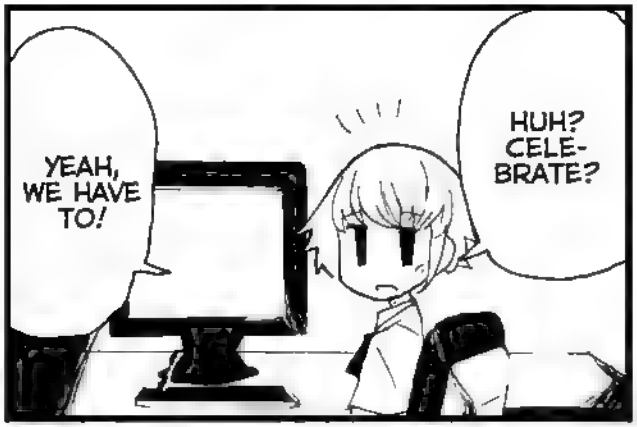
UH.
UHH...

WHAT DID SENSEI SAY ABOUT IT?
ANYWAY, HOW WAS IT?

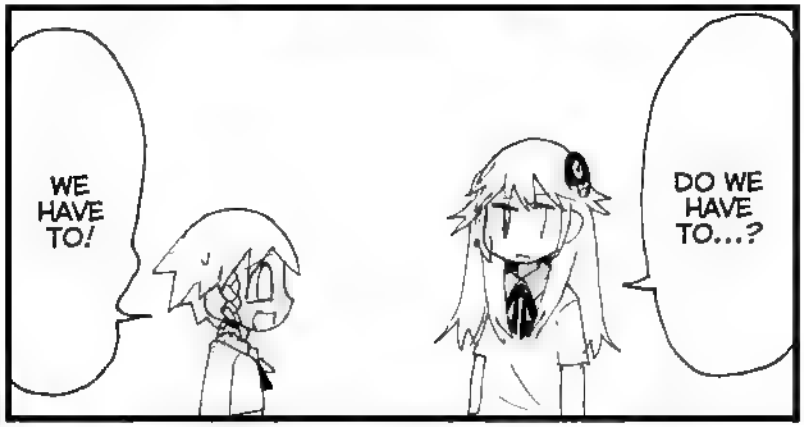
HUH.
HE DIDN'T SEEM TOO INTERESTED IN THE STORY.

HMM.
ALSO, HE PREFERRED IT TO INVOLVE AS LITTLE LUCK AS POSSIBLE...
HE KIND OF EXPECTED TO GET MORE WEAPONS AND STUFF AS THE GAME GOES ON.


YOU TWO...
ME NEITHER.
WELL, I DIDN'T REALLY CARE FOR IT EITHER.

HUH !?
WE'RE NOT GONNA CELE-BRATE !?

LET'S BRAINSTORM FOR OUR NEXT GAME!
ANYWAY, WE'VE FINISHED THE GAME WITH NO ISSUES.


YEAH, WE HAVE TO!
HUH? CELE-BRATE?


WE HAVE TO!
DO WE HAVE TO...?

WHAT ABOUT YOU TWO?

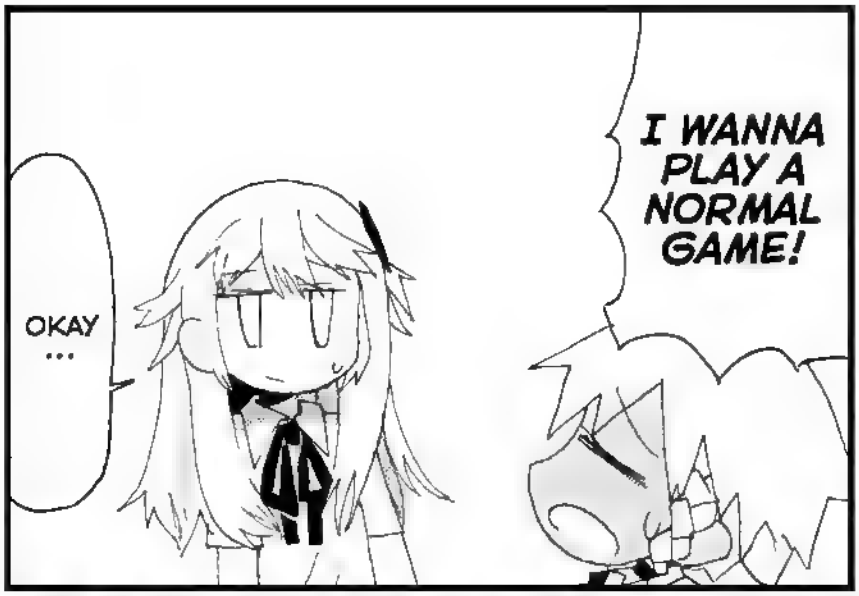
CELE-BRA-TIONS, HUH...?
I DON'T REALLY FEEL LIKE GOING ANYWHERE, THOUGH...

ME TOO...

I DIDN'T DO ANYTHING, SO I'M FINE.

BUT YOU JUST HAD A METRIC TON OF SWEETS AND JUICE, RIGHT?

WE CAN PARTY HERE, I DON'T CARE.
DON'T SAY THAT.
COME ON, LET'S TAKE A BREAK...!

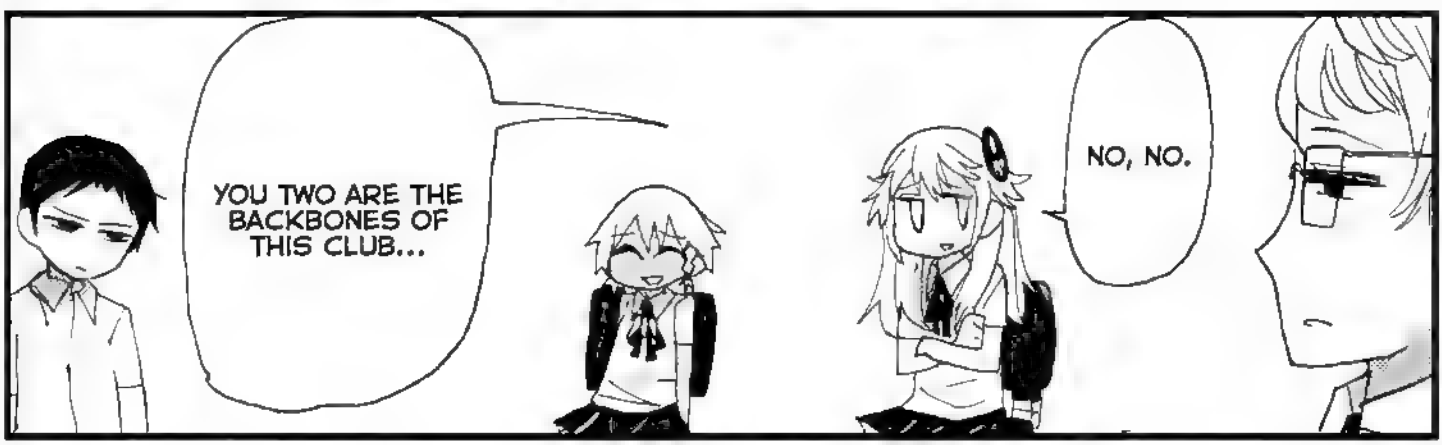

OKAY ...
I WANNA PLAY A NORMAL GAME!

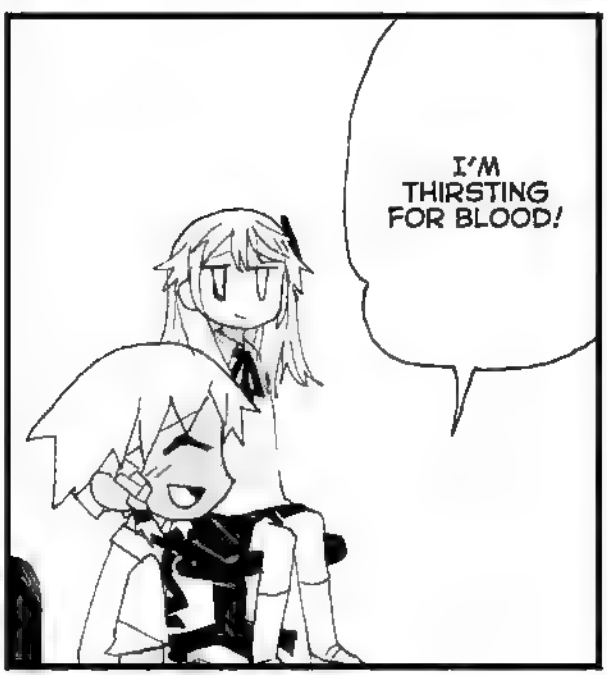
WHAT-EVER, I JUST WANNA REST!

YAAA-AAAY!
GOOD JOB, EVERYONE.

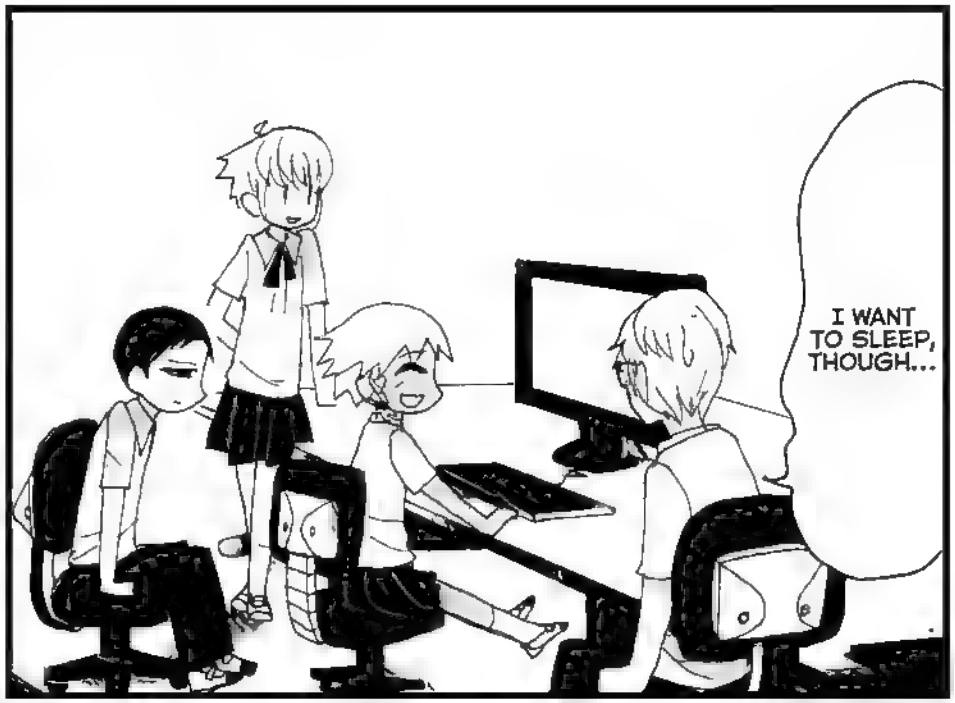
NOT REALLY ...
YOU TOO, OYONE!

NO, I JUST...
YOU DID GREAT, VICE PREZ!


YOU TWO ARE THE BACKBONES OF THIS CLUB...
NO, NO.


I'M THIRSTING FOR BLOOD!

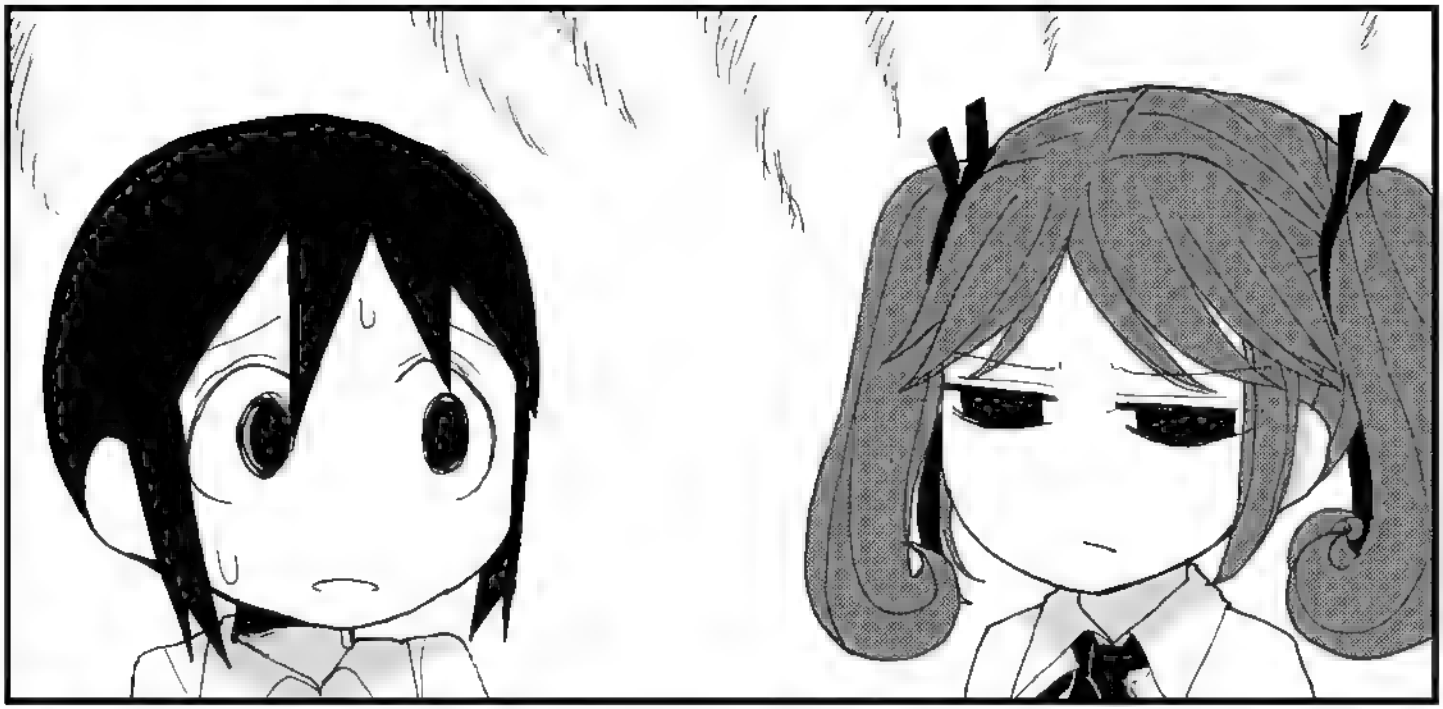
OH. SOUNDS NICE.
LET'S DO A GAMING CONTEST!


I WANT TO SLEEP, THOUGH...

BY THE WAY, YOU TWO.
AH... YES?

YOU'RE THE LEADS FOR OUR NEXT GAME, SO DO YOUR BEST.

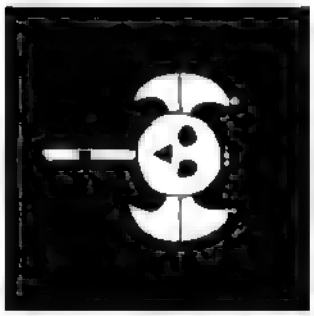
DON'T WORRY. WE'LL TEACH YOU ANYTHING YOU DON'T KNOW.
I THINK IT'LL BE A GOOD LEARNING EXPERIENCE, SO GOOD LUCK!
NO WAY... I'VE NEVER MADE A GAME BEFORE!



ESCAPE FROM MARS

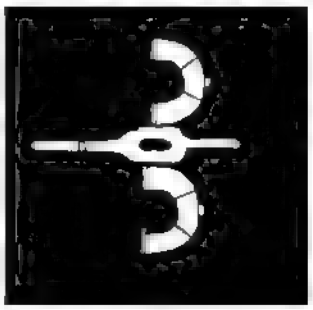
Carapace Cargo Ship

An old cargo ship made during the Cold War. Docked with a secret experimental engine stolen from the Earth Navy, it's capable of using several unique abilities.



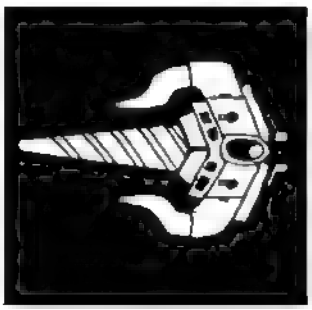
Battleaxe

A 1998 scout ship. Equipped with a laser battery and capable of using solar energy, allowing it to travel long distances



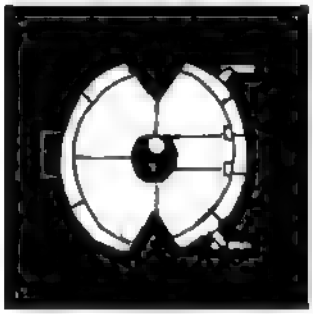
Vulture

A 2002 bomber. Equipped with a laser battery at its stern, it moves to the front of their targets before firing.



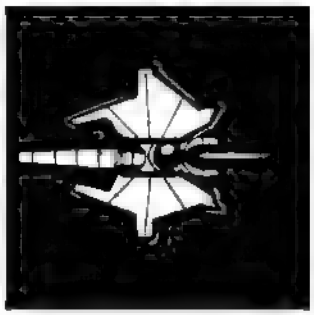
Sheephorn

A 2001 battleship. Fights by activating a strong barrier and ramming itself to its enemy.



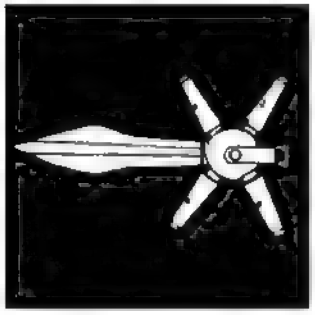
Enterprise

Similar to the Carapace, this old exploration ship was also made during the Cold War. Encounters the Carapace by chance during its mission to explore other solar systems. Old, but possesses strong armaments.



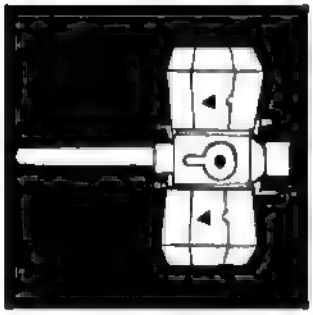
Elderfish

A 1999 bomber. Capable of breaking enemy ship computers with its EMP gun and stopping escaping enemies with its tractor beam.



Starsaber II

A new type of battleship developed by the Earth Navy Equipped with five laser batteries. Circles its enemies using its superior speed, attacking them from every direction.

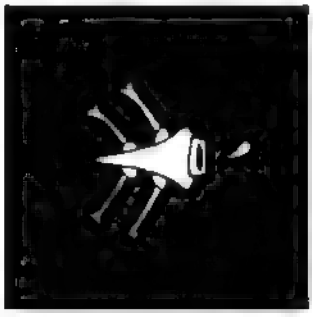


Endurance

A 2000 dreadnought. Equipped with quantum torpedoes and a huge laser cannon. Powerful, but very expensive to maintain.

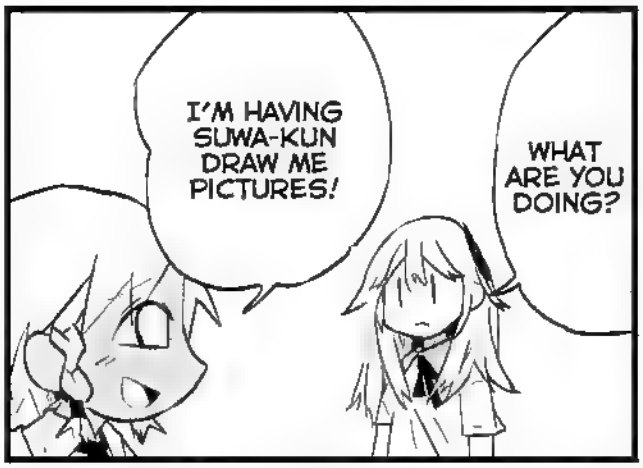
Crawler

A mysterious gigantic creature that appeared on Jupiter. Focuses heat at its back and shoots it like laser



Spitter

A mysterious alien organism that attacks by spitting out strong acid. It also bites ships that get too close to it.



IS IT LIKE THIS HERE?

AHAHAHA

THAT'S TOTALLY WRONG!

AH, ANYTHING BUT DUCKS.

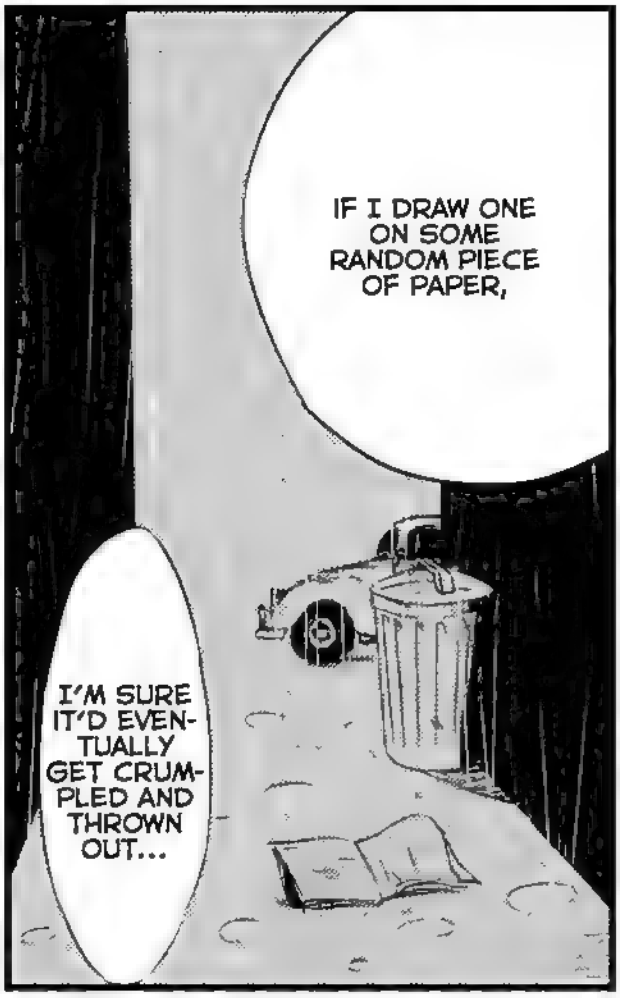
OHH, THAT'S GOOD!
HUH, ANY-THING?
HE'LL DRAW ANYTHING YOU ASK.

I MEAN, I'D FEEL BAD FOR THEM...

YOU HAVE A RUBBER DUCK WITH YOU ALL THE TIME, THOUGH...
WHY?

SO CRUEL...

THAT'D BE...


IF I DRAW ONE ON SOME RANDOM PIECE OF PAPER,
I'M SURE IT'D EVEN-TUALLY GET CRUM-PLED AND THROWN OUT...

WAIT, DO YOU ONLY CARE ABOUT DUCKS?

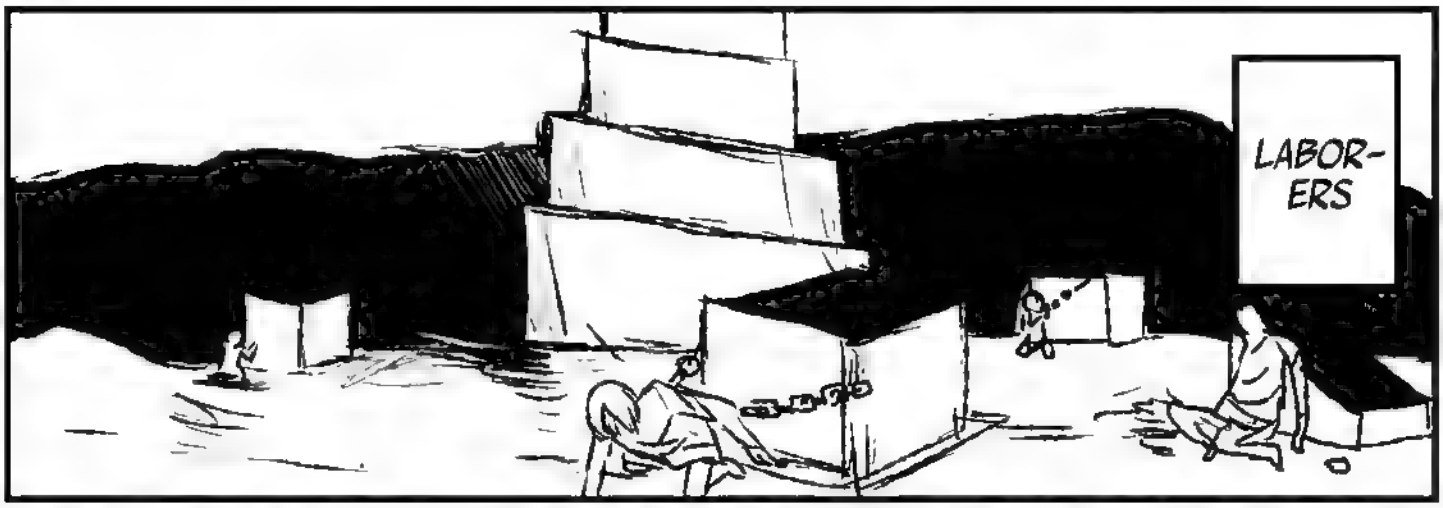
WHAT ARE YOU GOING TO DO ABOUT IT?
HUH? WHAT ABOUT THIS SKUNK, THEN?
THEY'RE STRONG TOO. THEY CAN TAKE IT...
SKUNKS ARE FINE.

YEAH, YOU'RE CRAZY...
...WELL, YOU'RE NOT WRONG, I GUESS?

AH!

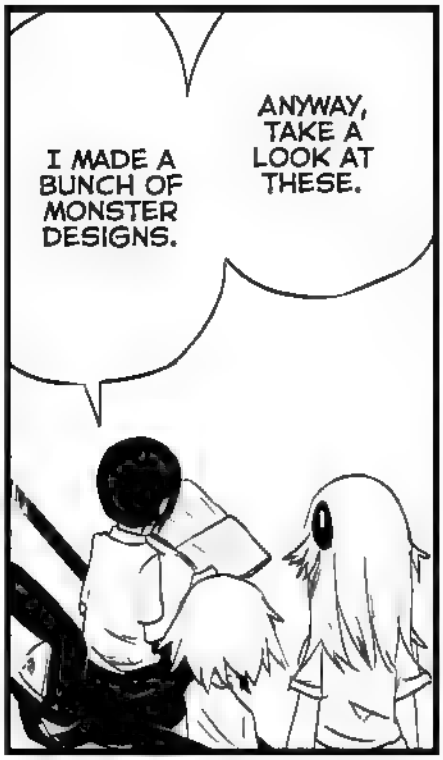
LET ME SEE.
YOUR OLD DRAWINGS SURE ARE, THOUGH.
I'M NOT CRAZY!

GAZE

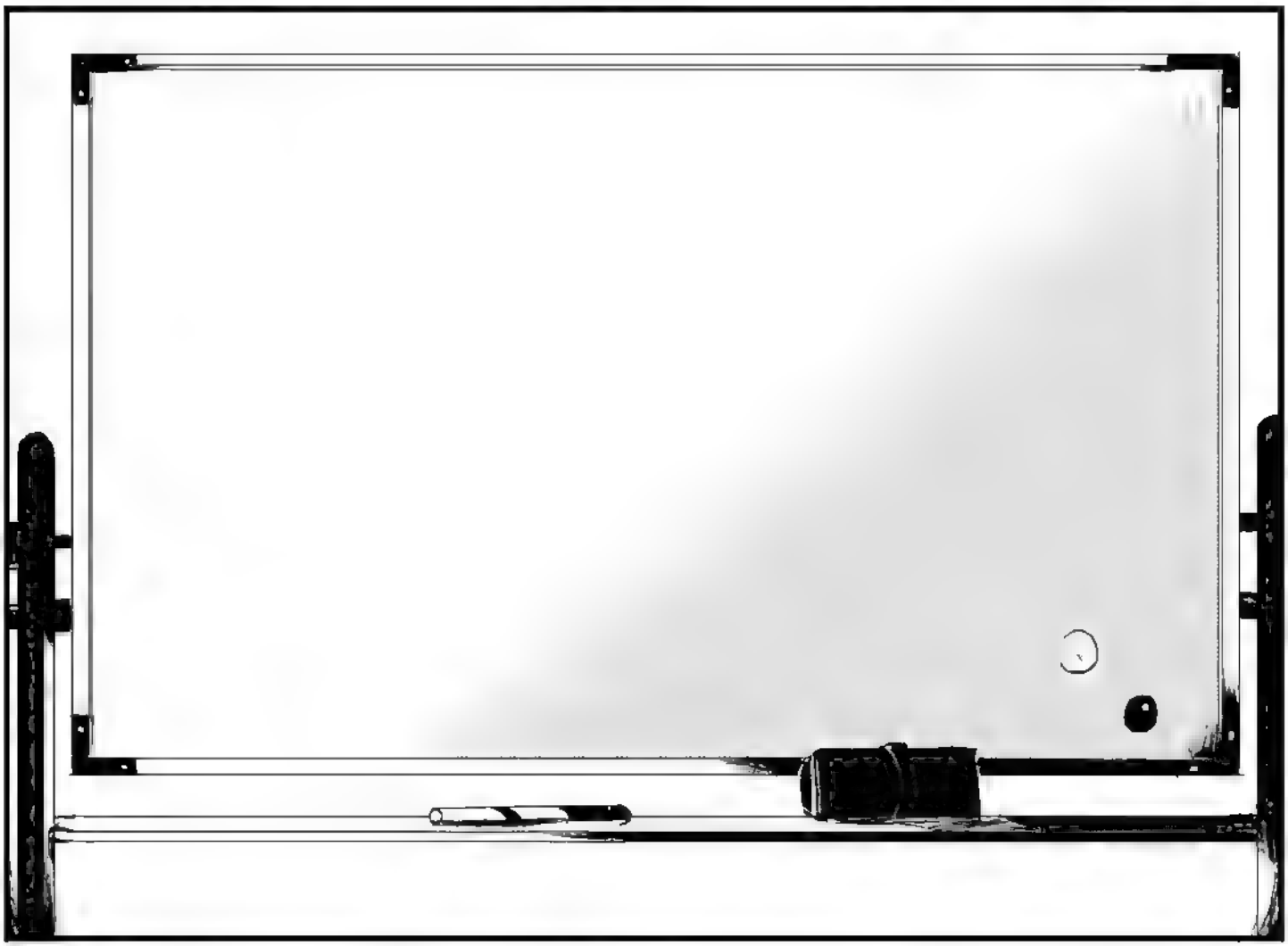

LABOR-
ERS

GHOST
TREE

THESE ARE JUST SCRIB-BLES!
DON'T GET THE WRONG IDEA!


I MADE A BUNCH OF MONSTER DESIGNS.
ANYWAY, TAKE A LOOK AT THESE.

R-REALLY ...?
I DREW THESE BECAUSE I THOUGHT THEY MIGHT BE COOL, NOTHING MORE!



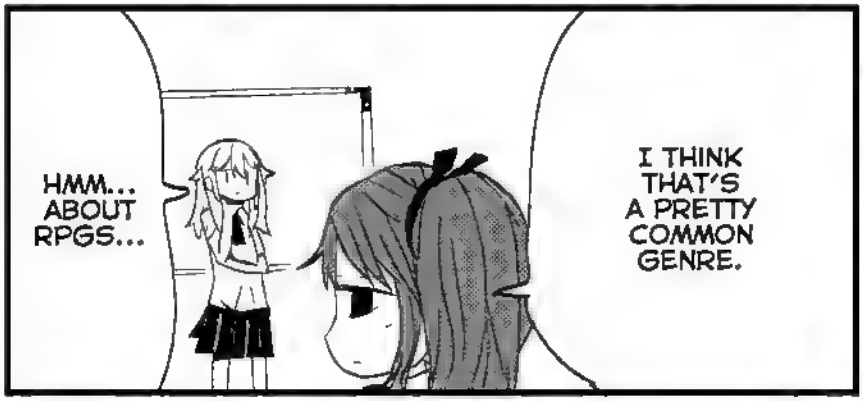
THIS MIGHT ALSO BE A GOOD LEARNING EXPERIENCE FOR THE NEW MEMBERS,
SO I WANT THEM TO BE THE LEADS THIS TIME.

WELL THEN, WE'LL BE DECIDING WHAT OUR NEXT GAME IS GOING TO BE LIKE.

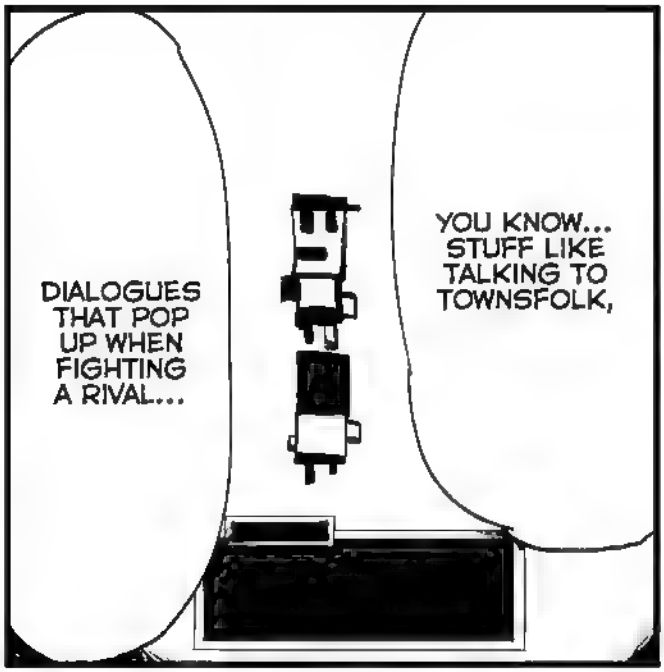
SO, WHAT GAME DO YOU WANT TO MAKE?
AL-RIGHT.

HOW ABOUT THAT GENRE?
THE ONE WITH A HERO BEATING DRAGONS AND STUFF.

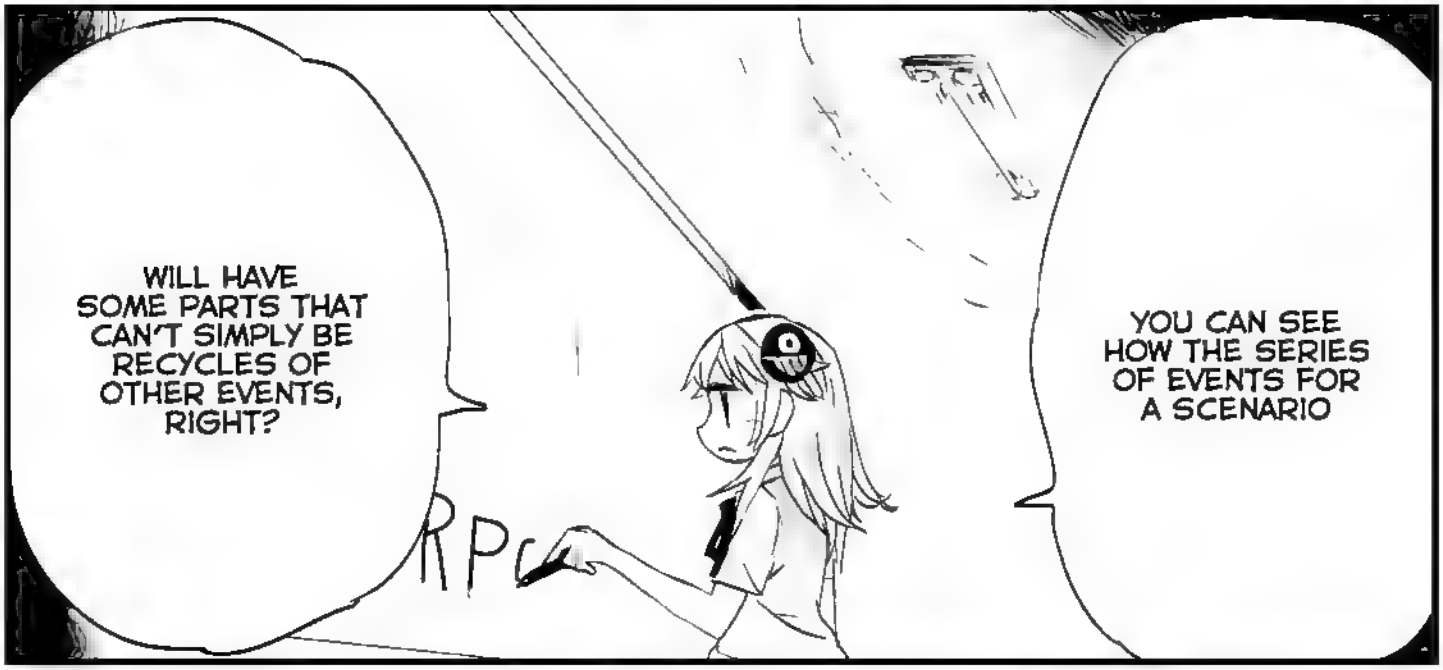
HMM...
EVEN IF YOU ASK ME THAT...


I THINK THAT'S A PRETTY COMMON GENRE.
HMM... ABOUT RPGS...

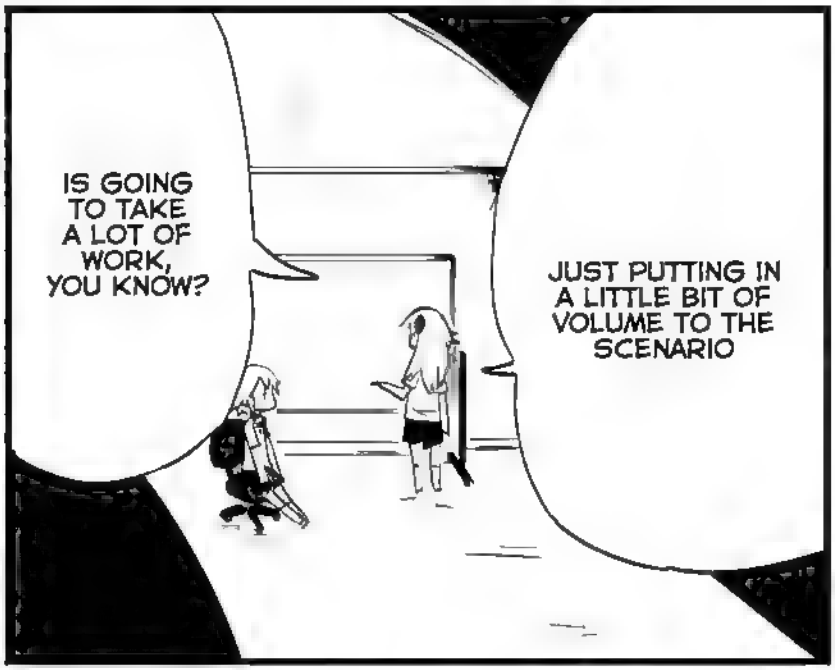
RPG, YOU MEAN?

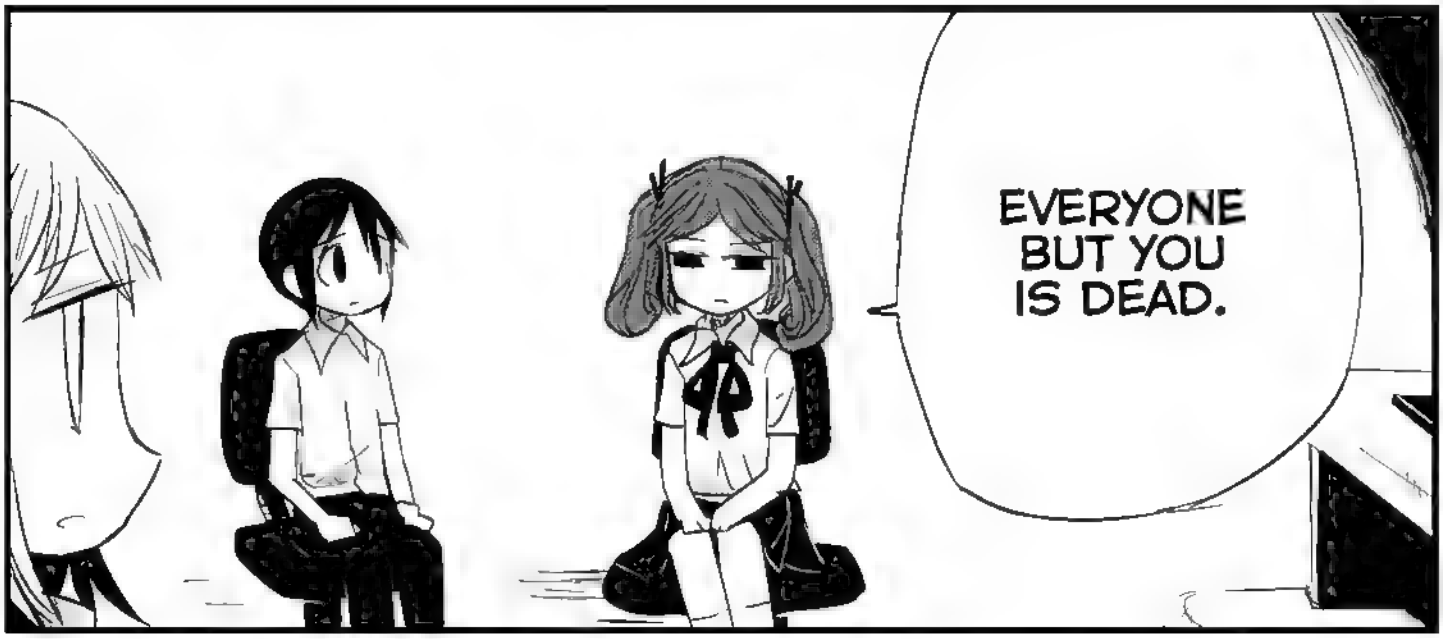

DIALOGUES THAT POP UP WHEN FIGHTING A RIVAL...
YOU KNOW... STUFF LIKE TALKING TO TOWNSFOLK,

MAKING EVENTS FOR THEM IS HARD WORK.
EVENTS?


WILL HAVE SOME PARTS THAT CAN'T SIMPLY BE RECYCLES OF OTHER EVENTS, RIGHT?
YOU CAN SEE HOW THE SERIES OF EVENTS FOR A SCENARIO

WE DON'T NEED EVENTS.

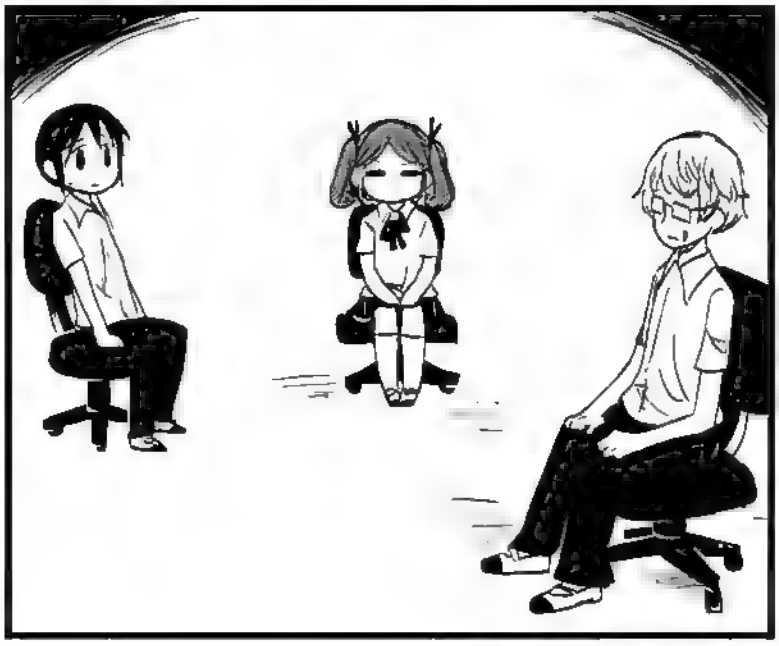

IS GOING TO TAKE A LOT OF WORK, YOU KNOW?
JUST PUTTING IN A LITTLE BIT OF VOLUME TO THE SCENARIO


EVERYONE BUT YOU IS DEAD.

WHY

WORLD WAR III OR THE LIKE ENDED THE WORLD...
IT'S POST-APOCALYPTIC.

THAT'S NICE.
HOH.



ALL THE OTHER SURVIVORS ARE ENEMIES.
THEY'RE HOSTILE...
NO.

WE'LL BE LOOKING FOR SURVIVORS, THEN?

THEY'VE MERELY SHOWN THEIR TRUE NATURE.
NOTHING LIKE THAT.
NO.
THEY BECAME ZOMBIES?

I LIKE THAT...
HUH !?

ARE NOT MONSTERS, BUT HUMANS.
IT'S A STORY ABOUT WHAT'S TRULY SCARY
MEAN-ING?
HUH?

MONSTERS ATTACK YOU OUT OF NOWHERE FOR NO REASON.
I MEAN, MONSTERS ARE OBVIOUSLY SCARIER.
UH, YOU DON'T LIKE IT?

MONSTERS MIGHT LIE TOO, YOU KNOW?
ALSO, THEY'RE STRONG.

HUMANS ARE SCARIER.
HUMANS CAN LIE, THEN ATTACK.
IT'S OBVIOUS WHEN MONSTERS ATTACK, SO THEY'RE MANAGEABLE.

THEY'LL KILL EACH OTHER OVER IT.
IF THERE ARE TWO SURVIVORS AND ONLY ENOUGH FOOD FOR ONE,
THIS IS *ABSO-LUTE.*

SO CO-OPERATION IS POSSIBLE IF WE JUST TALK!
HUMANS HAVE THE SAME GOALS,

IT'S NOT.

WITH-OUT COOP-ERAT-ING?
THEY WILL.

EVEN THOUGH IT'D BE BETTER IF THEY DO?
WITHOUT COOP-ERATING.

THEY WILL KILL.

I DON'T THINK SO...
WILL THEY?

NONE OF YOU KNOW WHAT STARVATION TRULY IS...

YOU'RE LOOKING FOR AN ALLY.

FOR SOME-ONE LIKE YOU.

FOR A PARTNER.

I SUPPORT MORISHITA-CHAN'S IDEA.

BUT, WELL,

IT'S A POST-APO-CALYPTIC ADVENTURE SET AFTER WORLD WAR III.

SO THE SCE-NARIO WILL BE VERY SIMPLE.

HUH !?

HE WENT THERE TO FIND MEDICINES TO HELP HIM SURVIVE,

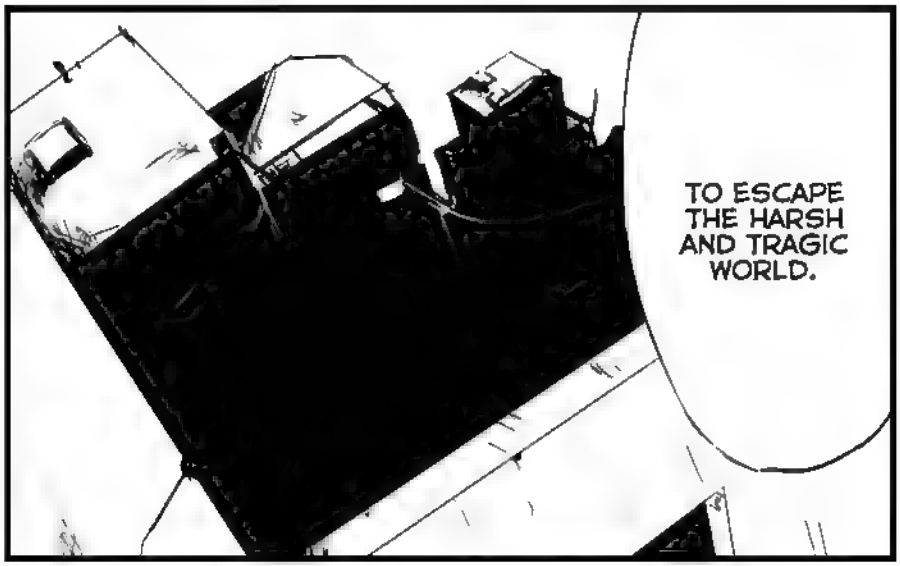
BUT THERE WASN'T ANY.

THE MAIN CHARACTER, WHO'S EXHAUSTED IN BOTH BODY AND MIND,

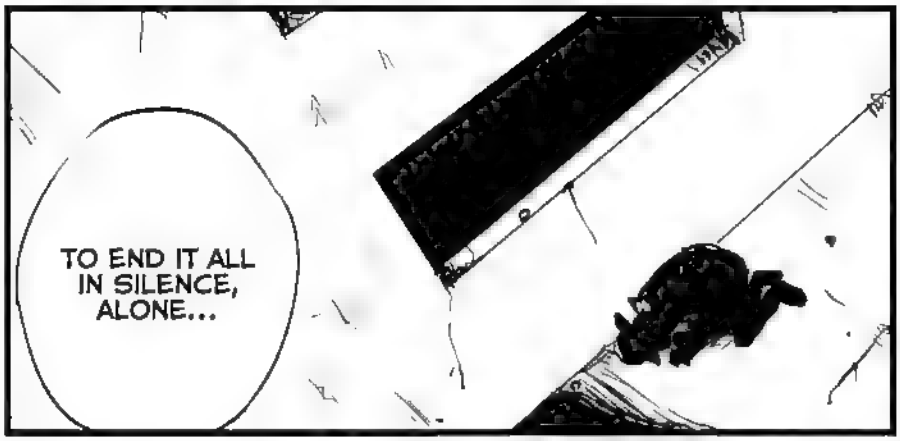
FINDS A DRUG THAT CAN KILL HIM PAINLESSLY IN THE RUINS OF A HOSPITAL.

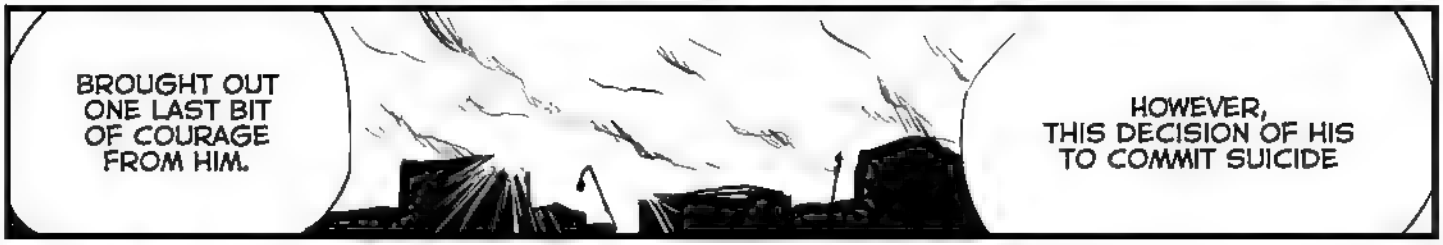
GLOOMY MUSIC PLAYS AS YOU WALK OUTSIDE...

THE SUICIDE DRUG WAS ALL THERE WAS...


TO ESCAPE THE HARSH AND TRAGIC WORLD.

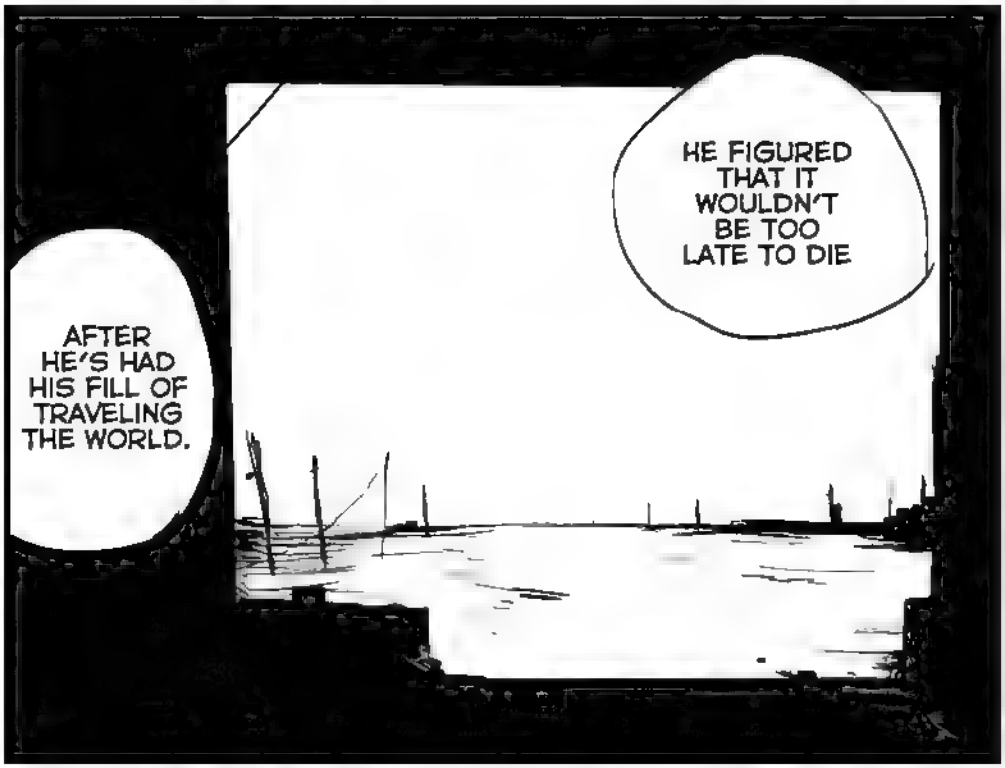
THIS DROVE HIM INTO THINKING OF KILLING HIMSELF.

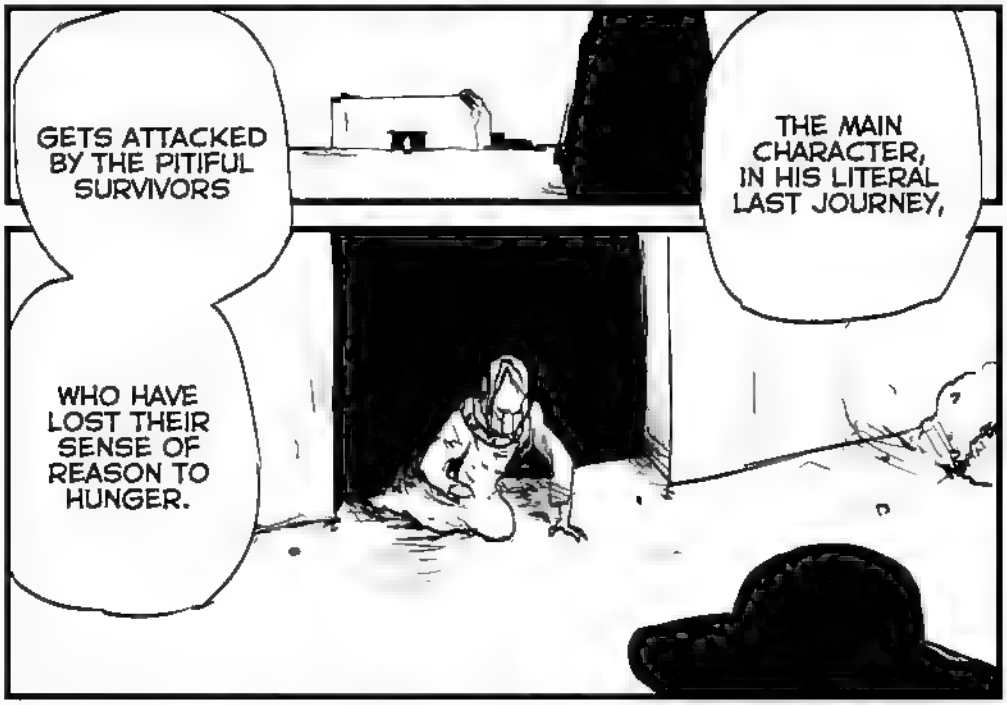

TO END IT ALL IN SILENCE, ALONE...


BROUGHT OUT ONE LAST BIT OF COURAGE FROM HIM.
HOWEVER, THIS DECISION OF HIS TO COMMIT SUICIDE

HE DECIDED TO SEE THE WORLD ONCE MORE.
BEFORE ABANDONING EVERYTHING AND DYING,
YOU SEE,
HE'S GOT NOTHING MORE TO LOSE, AFTER ALL.

SO, HE ALWAYS HAS THE EUTHANASIA DRUG WITH HIM.


AFTER HE'S HAD HIS FILL OF TRAVELING THE WORLD.
HE FIGURED THAT IT WOULDN'T BE TOO LATE TO DIE


GETS ATTACKED BY THE PITIFUL SURVIVORS
WHO HAVE LOST THEIR SENSE OF REASON TO HUNGER.
THE MAIN CHARACTER, IN HIS LITERAL LAST JOURNEY,

AND IT'S
A KEY ITEM IN THE GAME.

HOWEVER, THE MAIN CHARACTER KEEPS ON STRUG-GLING.
STARVATION MUST BE SUFFERING BEYOND IMAGINATION...
YOU CAN'T REALLY BLAME THEM, THOUGH.

"I WANT TO SEE THEM."

"THERE MIGHT BE SOMEONE OUT THERE THAT'S JUST LIKE ME."

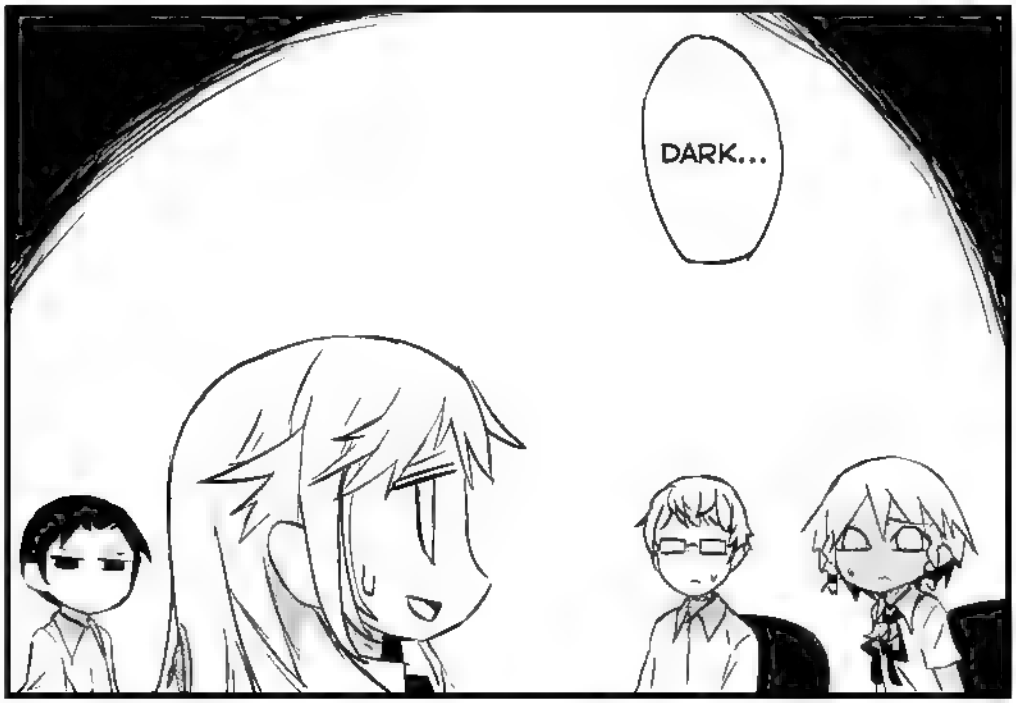
"I WANT TO TALK TO THEM."

"IF THERE ACTUALLY IS ONE, THEN I WANT TO MEET THEM!"

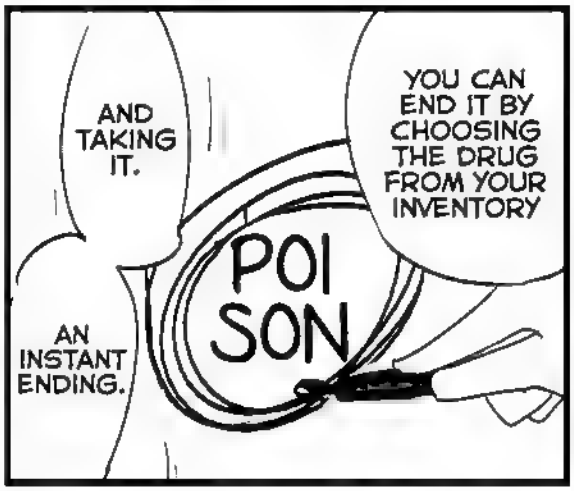
AND LIKE THIS, THE MAIN CHARACTER SEARCHES FOR A PARTNER THAT MAY NOT EVEN EXIST.

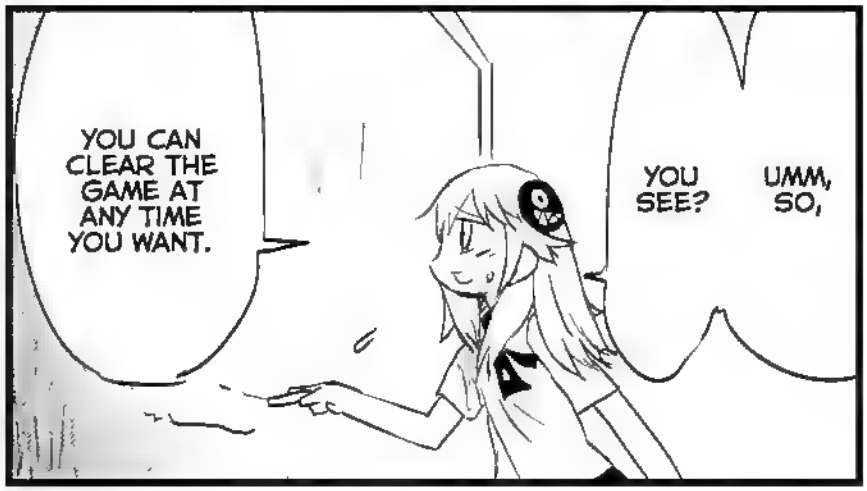
HE TRAVELS THE RUINED CITIES OF MAN,

WHILE KEEPING THE DRUG DEARLY WITHIN HIS POCKET...

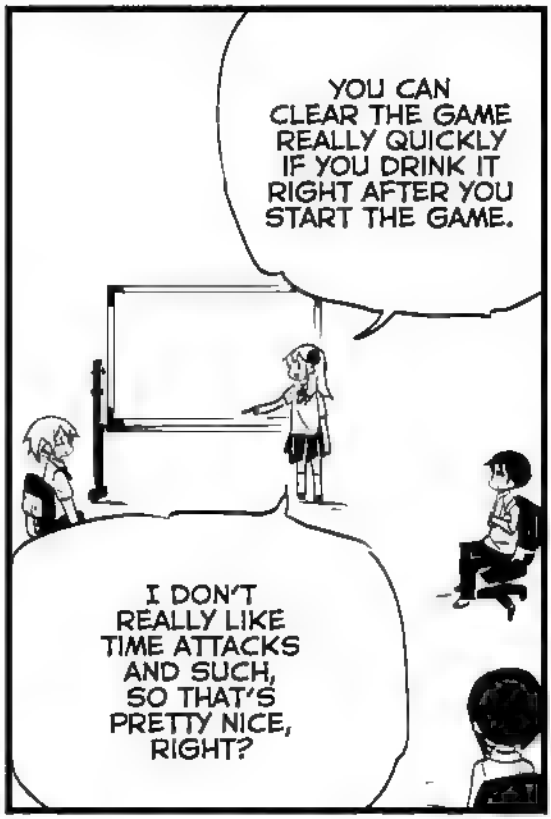

DARK...

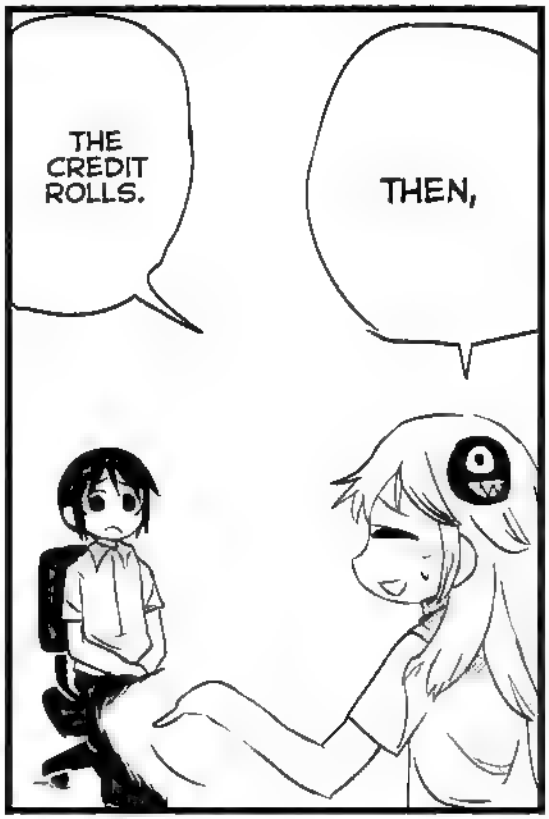
LIKE THAT ...?


YOU CAN END IT BY CHOOSING THE DRUG FROM YOUR INVENTORY
AND TAKING IT.
POI SON
AN INSTANT ENDING.

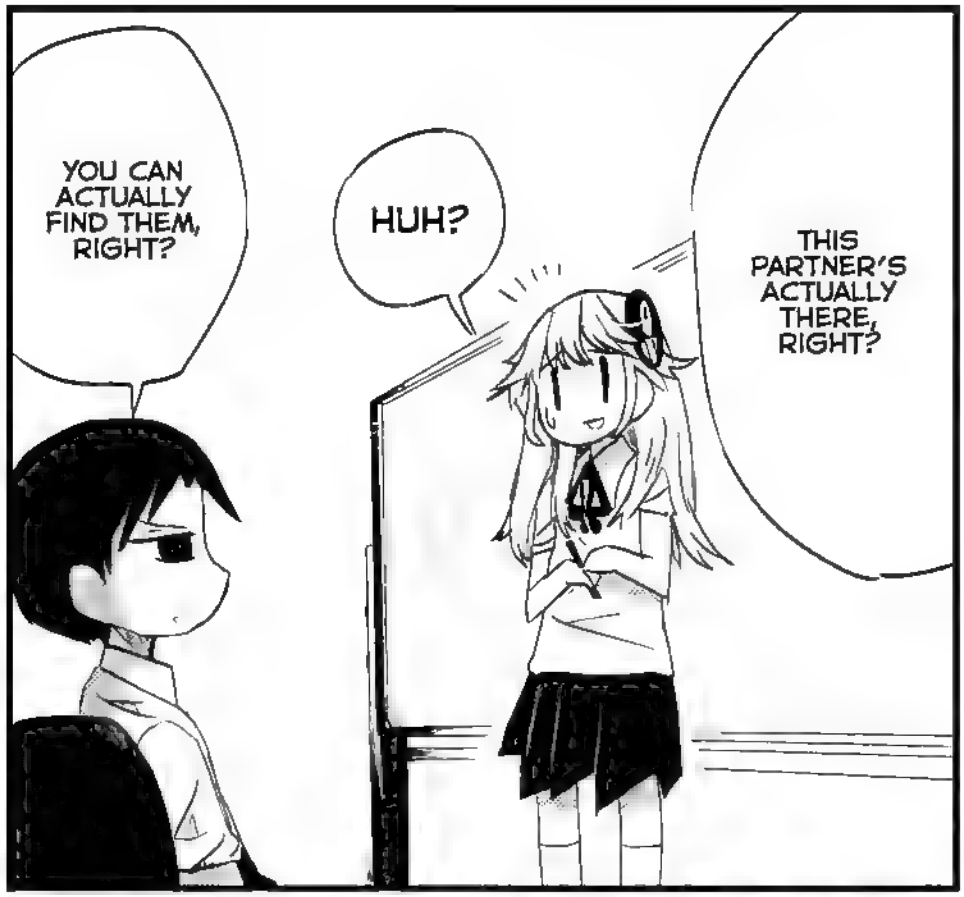

YOU CAN CLEAR THE GAME AT ANY TIME YOU WANT.
YOU SEE?
UMM, SO,

MORE IMPOR-TANTLY ...
THAT'S WHATEVER.


YOU CAN CLEAR THE GAME REALLY QUICKLY IF YOU DRINK IT RIGHT AFTER YOU START THE GAME.
I DON'T REALLY LIKE TIME ATTACKS AND SUCH, SO THAT'S PRETTY NICE, RIGHT?


THE CREDIT ROLLS.
THEN,

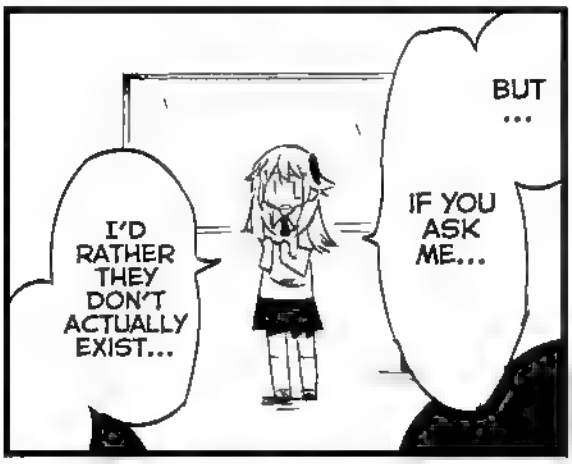
THEY ACTUALLY EXIST AS DATA SOMEWHERE ON THE MAP, RIGHT?
THAT'S IMPORTANT.


YOU CAN ACTUALLY FIND THEM, RIGHT?
HUH?
THIS PARTNER'S ACTUALLY THERE, RIGHT?

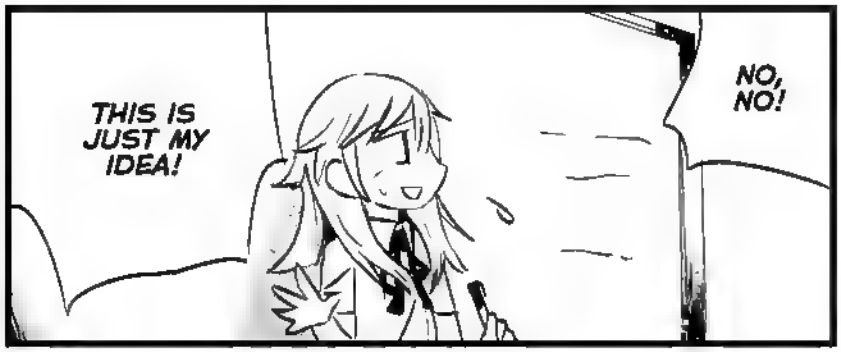
UH,
...REALLY?
NOT...
MAYBE!

UHH...
UM, WELL...

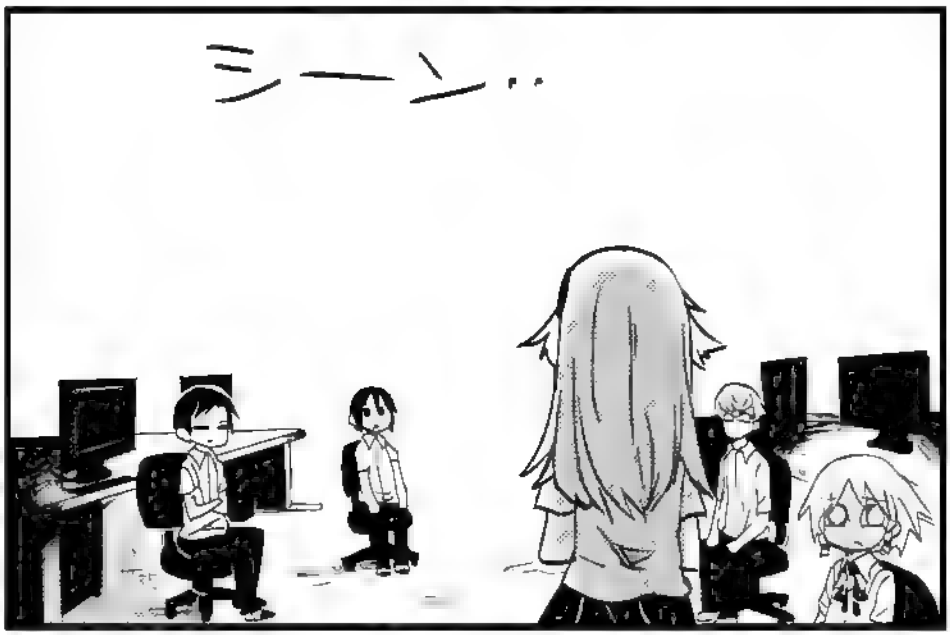
PUT THEM IN THE GAME!
THAT'S TOO DARK!


BUT ...
IF YOU ASK ME...
I'D RATHER THEY DON'T ACTUALLY EXIST...

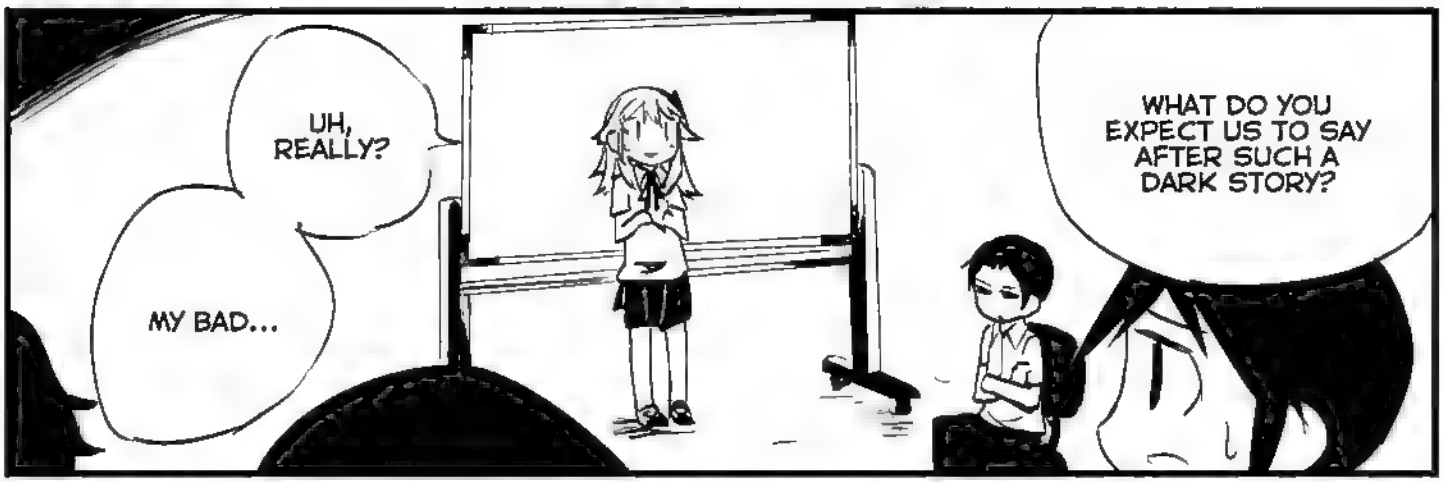
IF YOU THINK IT'S IMPORTANT, THEN SURE, LET'S PUT THEM IN THE GAME.
AND OF COURSE, IF YOU DON'T LIKE THIS STORY, WE CAN USE A COMPLETELY DIFFERENT ONE.


THIS IS JUST MY IDEA!
NO, NO!

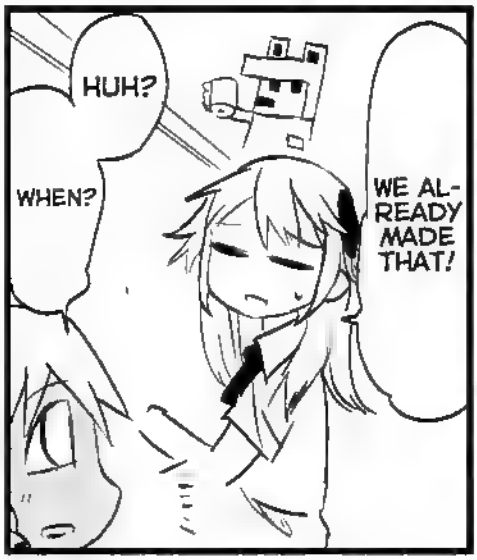
DON'T MIND ANY OF THIS!
THIS IS ALL JUST ONE IDEA I CAME UP WITH ON THE SPOT!
IT'S YOUR GAME.


シーン..

LET'S GATHER SOME MORE IDEAS.
ANYWAY, LET'S FORGET ABOUT THIS ONE FOR NOW!


UH, REALLY?
MY BAD...
WHAT DO YOU EXPECT US TO SAY AFTER SUCH A DARK STORY?

LIKE RAISING MON-STERS.
I WANT TO MAKE A NORMAL DIGITAL PET GAME.
HM, HM.

OH, THEN GIVE ME SMALL IDEAS, EVERYONE.

HUH?
WHEN?
WE AL-READY MADE THAT!

I WANNA MAKE A GAME WHERE A CRAZY CARROT KILLS TOWNSFOLK WITH UNIQUE WEAPONS.

VICE PRESI-DENT?
I'M FINE WITH ANY-THING...

HOW ABOUT JUST A NORMAL GAME WHERE YOU FIGHT DRAGONS?
THEN,
HM, HM.
TO COM-PENSATE, WE'LL MAKE A DEEP GAMEPLAY SYSTEM.

OYONE...

POST-APOCALYPTIC

MANKIND'S OVER

NUCLEAR WAR?

DESPITE GOING IN LOOKING FOR HELP

CHARACTERS...

- DEPRESSED MC
- SUICIDE DRUG

SETTING...

- HARSH AND CRUEL
- OTHER SURVIVORS ARE ENEMIES

NOT ZOMBIES

- HOSTILE AND LIE

STARVE

LONELINESS

KILLS OVER FOOD

RUINED HOSPITAL

POISON

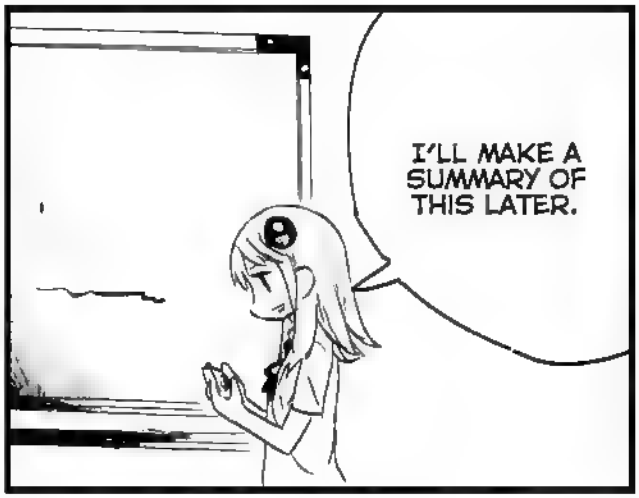
- MONSTER RAISING
- CRAZY VEGETABLE RETURNS
- NORMAL GAME WHERE YOU FIGHT DRAGONS

- LOOKING FOR A PARTNER.

A LAST ADVENTURE

HUMANS ARE THE SCARIEST!

MONSTERS?


I'LL MAKE A SUMMARY OF THIS LATER.

WHAT'S WRONG?

HUH?

IS IT ...?
DON'T YOU THINK IT'S TOO DARK?

YES...
YOU DON'T LIKE THIS?

I MEAN... IT'S JUST LIKE YOUR SKETCHBOOK SCRIBBLES.
NOT LIKE I'M ACTUALLY GLOOMY OR ANY-THING.
THAT'S JUST WHAT I THINK IS GOOD.

WELL, UH...

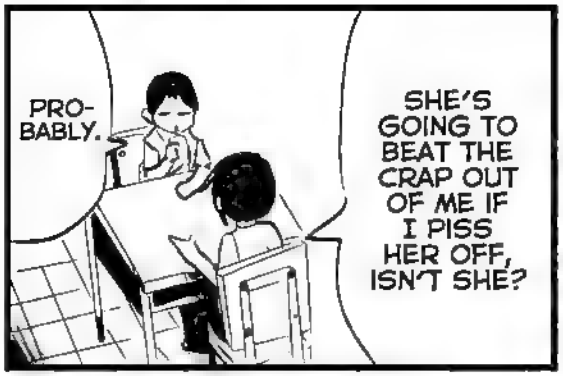
HUH?
WHY DO YOU, AND MORISHITA-SAN FOR THAT MATTER, LIKE GLOOMY STUFF?

...

THIS MIGHT BE A CHANCE FOR YOU TO GET ALONG WITH HER, YOU KNOW?
ANYWAY, YOU CAN DISCUSS WITH MORISHITA-CHAN IF YOU DON'T LIKE IT.

HMM... REALLY?

WHAT AM I SUP-POSED TO SAY TO HER?
BEATS ME.


PRO-BABLY.
SHE'S GOING TO BEAT THE CRAP OUT OF ME IF I PISS HER OFF, ISN'T SHE?

SEEMS LIKE IT.

AND THERE YOU HAVE IT. I'M SUPPOSED TO TRY AND GET ALONG WITH HER NOW.

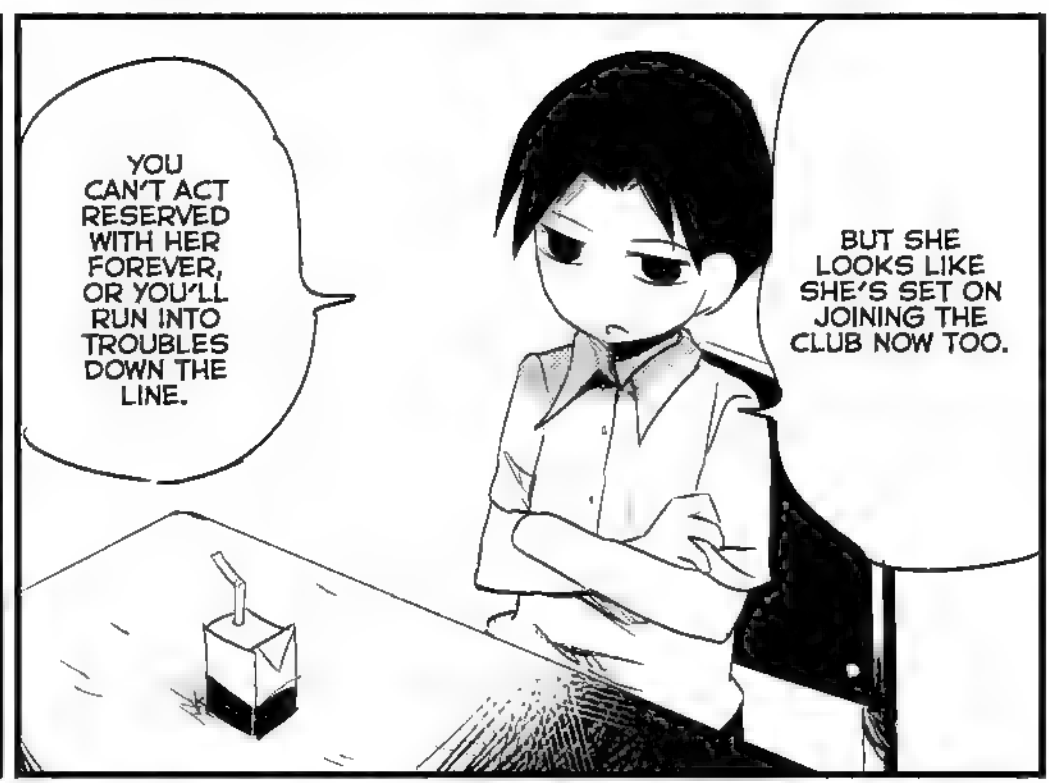
I'VE GOT NO CONFIDENCE THIS IS GONNA GO WELL...!
GEEZ
TAKE THIS SERIOUSLY!

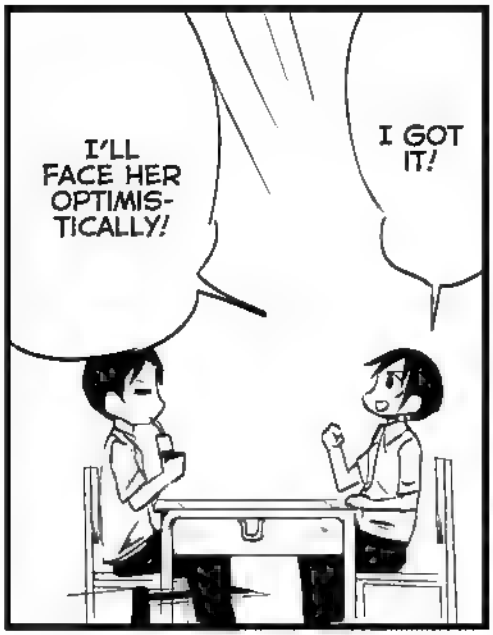
ARE YOU SERIOUS?

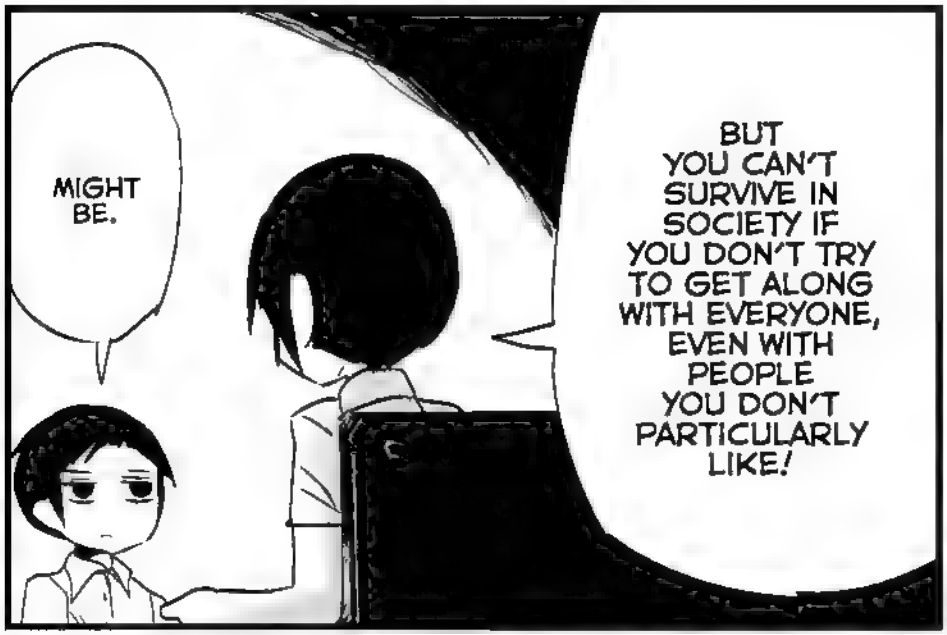
IT MIGHT GO BETTER THAN EXPECTED IF YOU DO IT NATURALLY.
YOU KNOW BESHIKO GETS ALONG WITH HER SURPRISINGLY WELL.

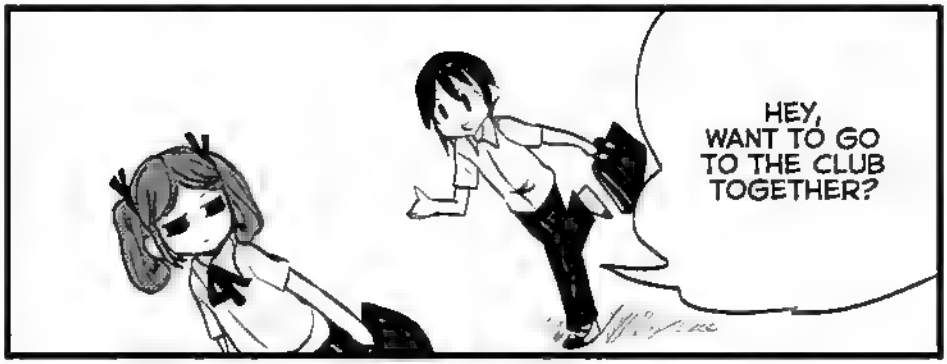
I SPOKE WITHOUT THINKING.
NO CLUE.
FOR REAL?
OHH!

YOU CAN'T BE BUDDIES WITH EVERY-ONE...
Y-YEAH.
RIGHT.

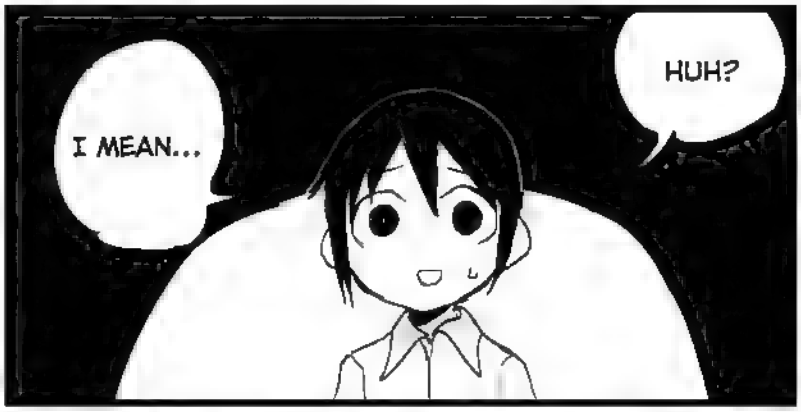

YOU CAN'T ACT RESERVED WITH HER FOREVER, OR YOU'LL RUN INTO TROUBLES DOWN THE LINE.
BUT SHE LOOKS LIKE SHE'S SET ON JOINING THE CLUB NOW TOO.


I'LL FACE HER OPTIMIS-TICALLY!
I GOT IT!


MIGHT BE.
BUT YOU CAN'T SURVIVE IN SOCIETY IF YOU DON'T TRY TO GET ALONG WITH EVERYONE, EVEN WITH PEOPLE YOU DON'T PARTICULARLY LIKE!


HEY, WANT TO GO TO THE CLUB TOGETHER?

MORI-SHITA-SAN!


I MEAN...
HUH?

WHY SHOULD WE?

WE ARE, BUT THAT DOESN'T MEAN WE HAVE TO FORCE OURSELVES TO BE FRIENDS.

WE'RE MAKING THE NEXT GAME TO-GETHER, RIGHT?

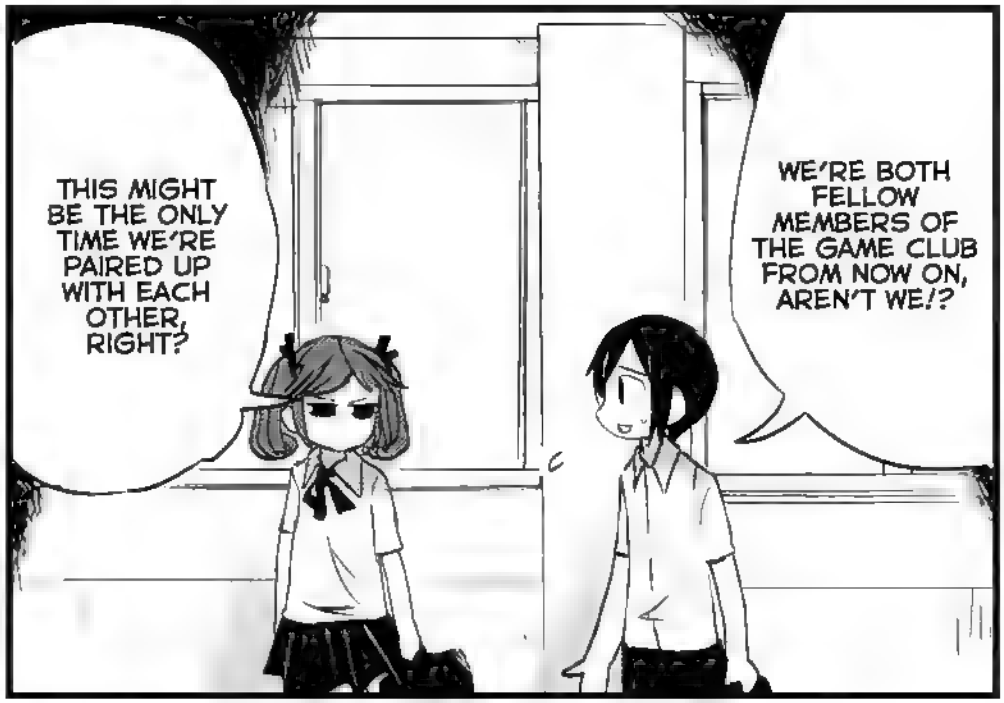
WE'LL HAVE TO, EVEN IF WE DON'T WANT TO.
BUT ONCE WE ENTER SOCIETY,

I DIDN'T SAY WE SHOULDN'T EVEN DO BUSINESS TALK.

ARE YOU SAYING WE SHOULD TRY TO GET ALONG WITH EVERY SINGLE ONE OF THEM?
THERE ARE MORE PEOPLE THAT DON'T CLICK WITH YOU THAN PEOPLE THAT DO IN THIS WORLD.

BUT PREZ WANTS US TO GET ALONG...

BUT...


THIS MIGHT BE THE ONLY TIME WE'RE PAIRED UP WITH EACH OTHER, RIGHT?
WE'RE BOTH FELLOW MEMBERS OF THE GAME CLUB FROM NOW ON, AREN'T WE!?

LET ME PUT THIS STRAIGHT.

IS THERE ANY NEED FOR US TO GET ALONG?

AND I HATE PEOPLE LIKE YOU.
YOU HATE ME

DON'T SAY IT'S IMPOSSIBLE WITHOUT EVEN TRYING. PEOPLE HAVE TO TALK OVER THEIR DIFFEREN-CES.
PEOPLE HAVE TO GET ALONG WITH EACH OTHER AS MUCH AS POSSIBLE, RIGHT?
BUT...

I DO.

I DON'T THINK SO.

...LISTEN HERE.

I COULDN'T CARE LESS
WHAT PEOPLE OR SOCIETY THINK OF ME.

IF I HATE SOMEONE, I SAY IT STRAIGHT.
I DON'T TRY TO GET ALONG WITH THOSE I DON'T THINK I'LL BE ABLE TO.

SO WHAT?

THAT'S WEIRD.

YOU HATE ME.
SAY IT.

THAT'S NO REASON TO CRITICIZE ME.
EVEN IF I AM WEIRD SOMEHOW,

I CAN TELL.
YOU HATE ME, DON'T YOU?

YOU'RE SCARED OF ME, AREN'T YOU?

I JUST WANT YOU TO STOP TAKING OUT YOUR ANGER ON THINGS.
I DON'T.

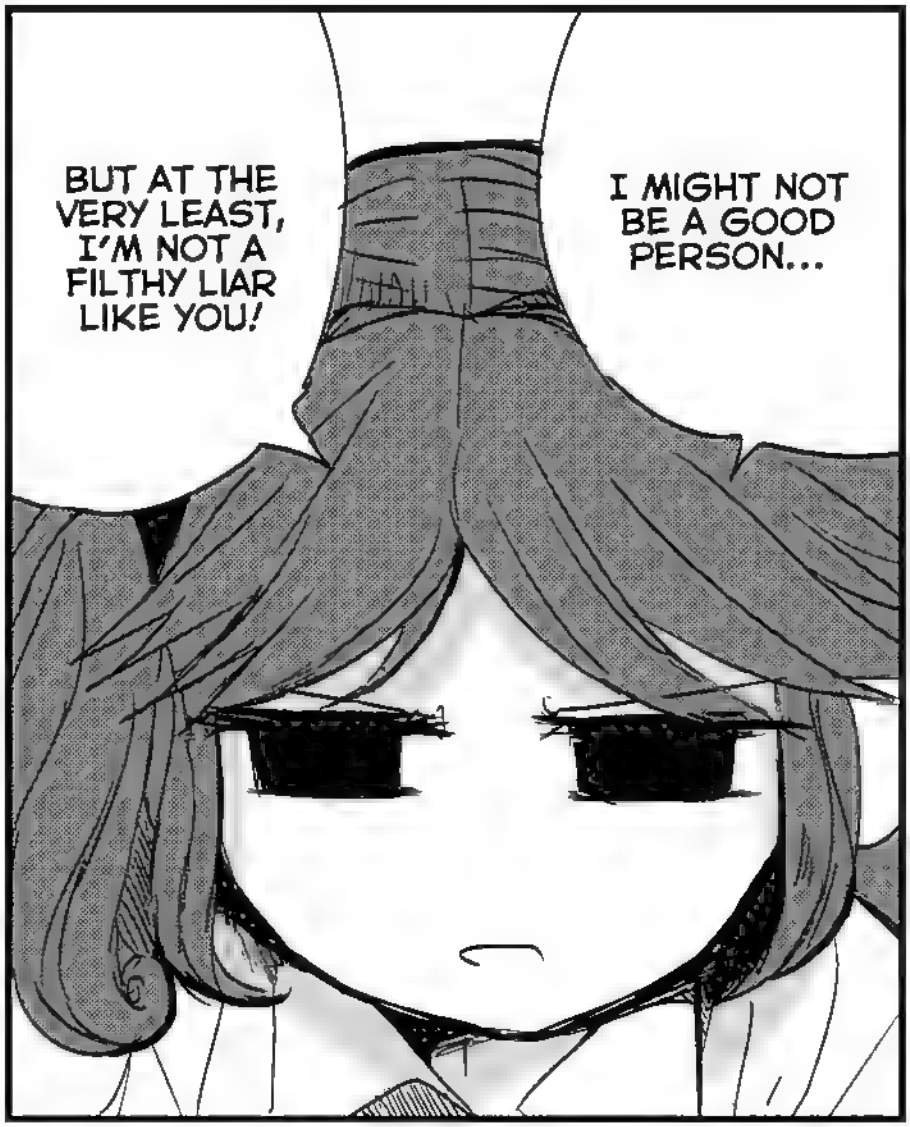
YOU'RE SCARED THAT I MIGHT HURT YOU.

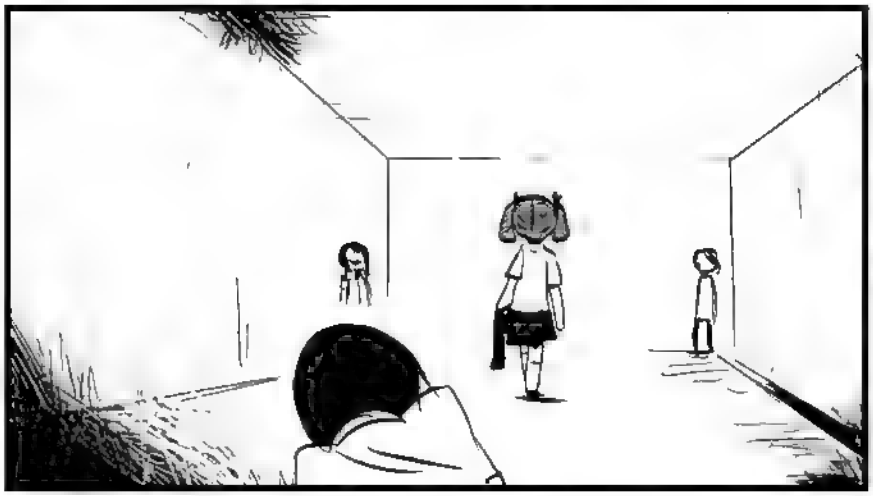
I'M NOT ...

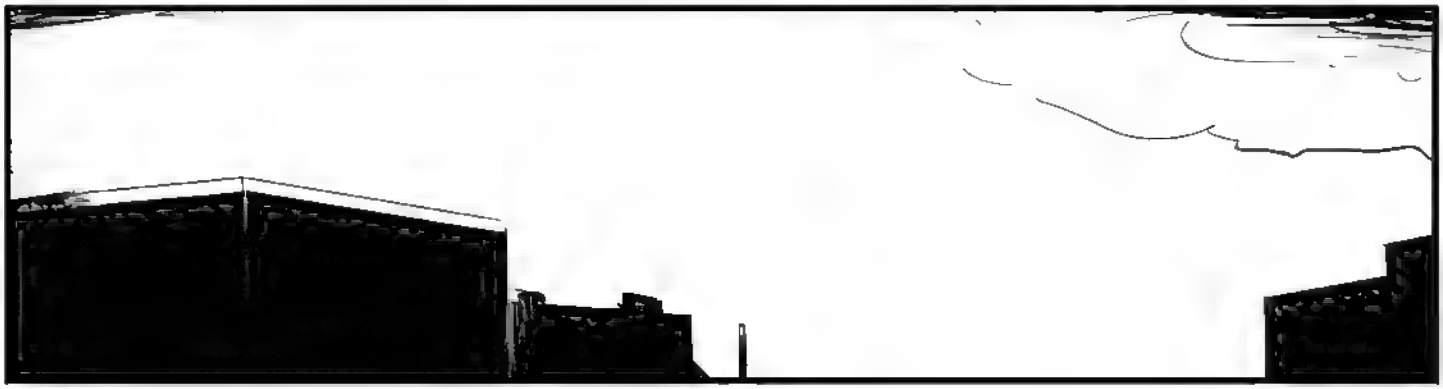
I'M NOT SCARED!

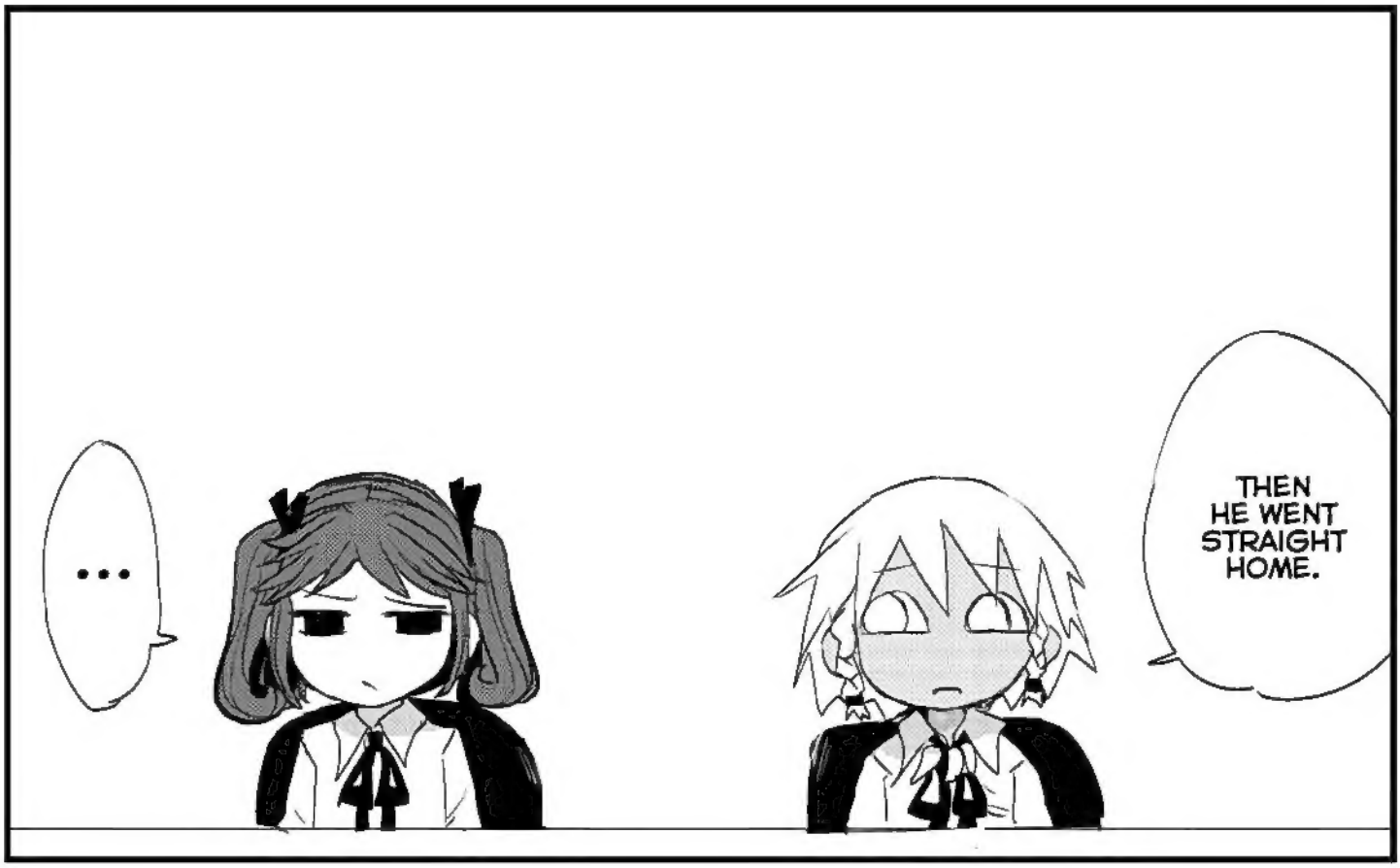
YOU FEAR ME.
I CAN TELL.

GET OFF YOUR HIGH HORSE. I DON'T NEED YOUR PREACHES.


BUT AT THE VERY LEAST, I'M NOT A FILTHY LIAR LIKE YOU!
I MIGHT NOT BE A GOOD PERSON...





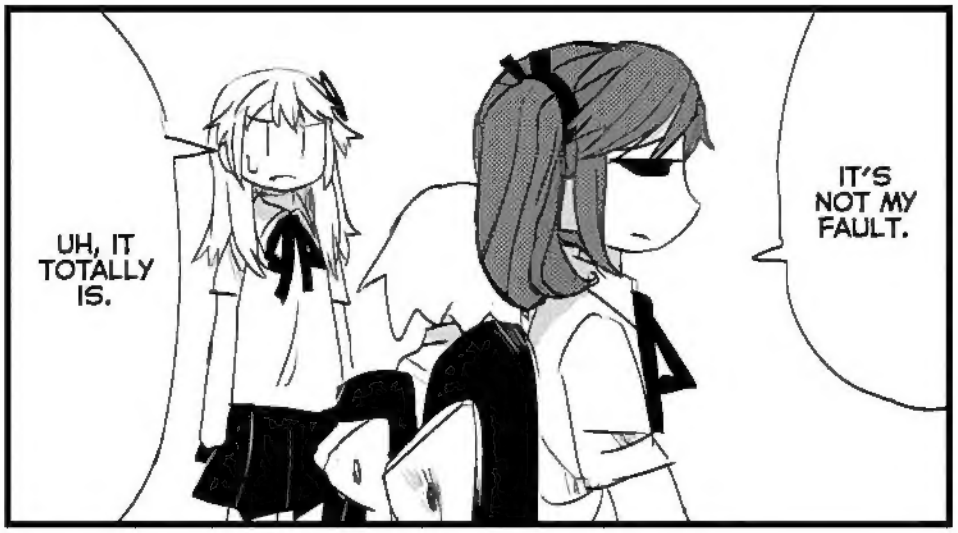

...
THEN HE WENT STRAIGHT HOME.

I KNOW WHY.

IT'S MORI-SHITA-CHAN'S FAULT.

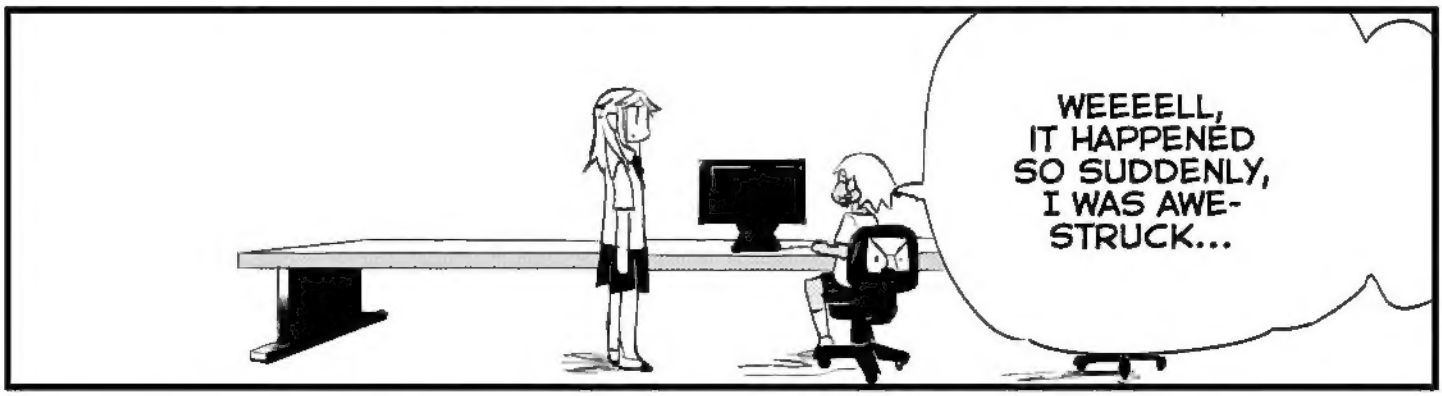
SUWA-KUN'S NOT HERE TODAY. ANY IDEAS WHY?
HEY, YOU TWO.

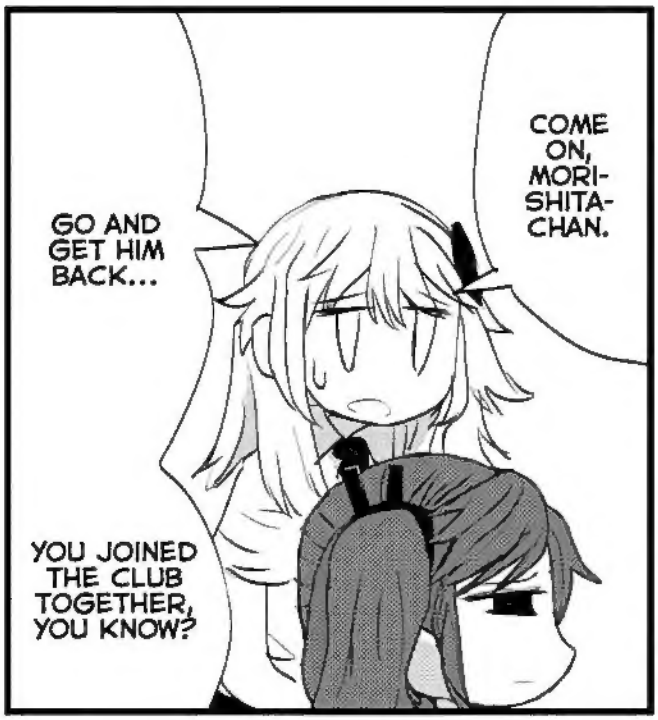
SHE LIFTED HIM BY THE COLLAR AND DROPPED HIM TO THE GROUND IN FRONT OF EVERYONE.
YOU SEE, EARLIER TODAY,

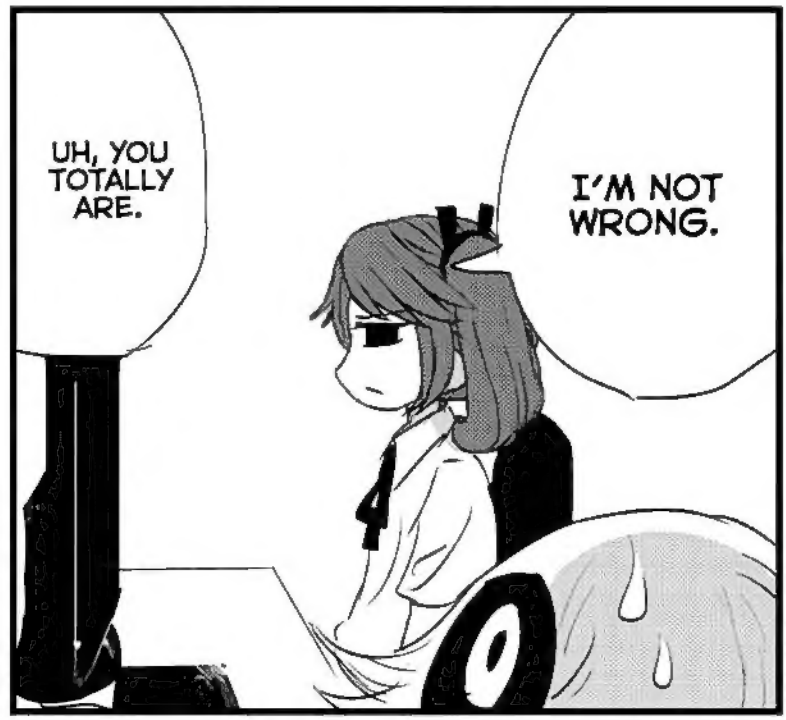

UH, IT TOTALLY IS.
IT'S NOT MY FAULT.

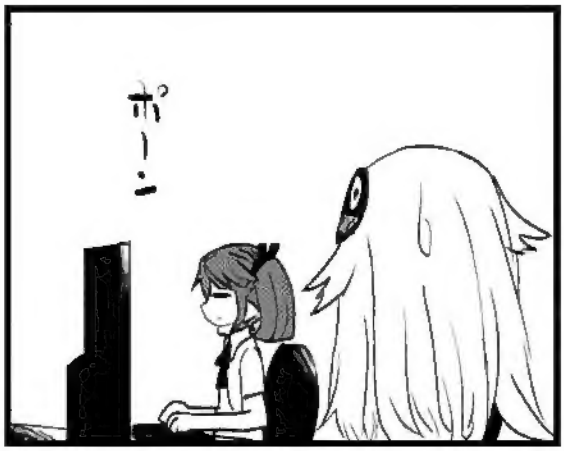
YOU WHAT !?

AND WHY DIDN'T YOU STOP HER!?
SUWA-KUN CRIED.

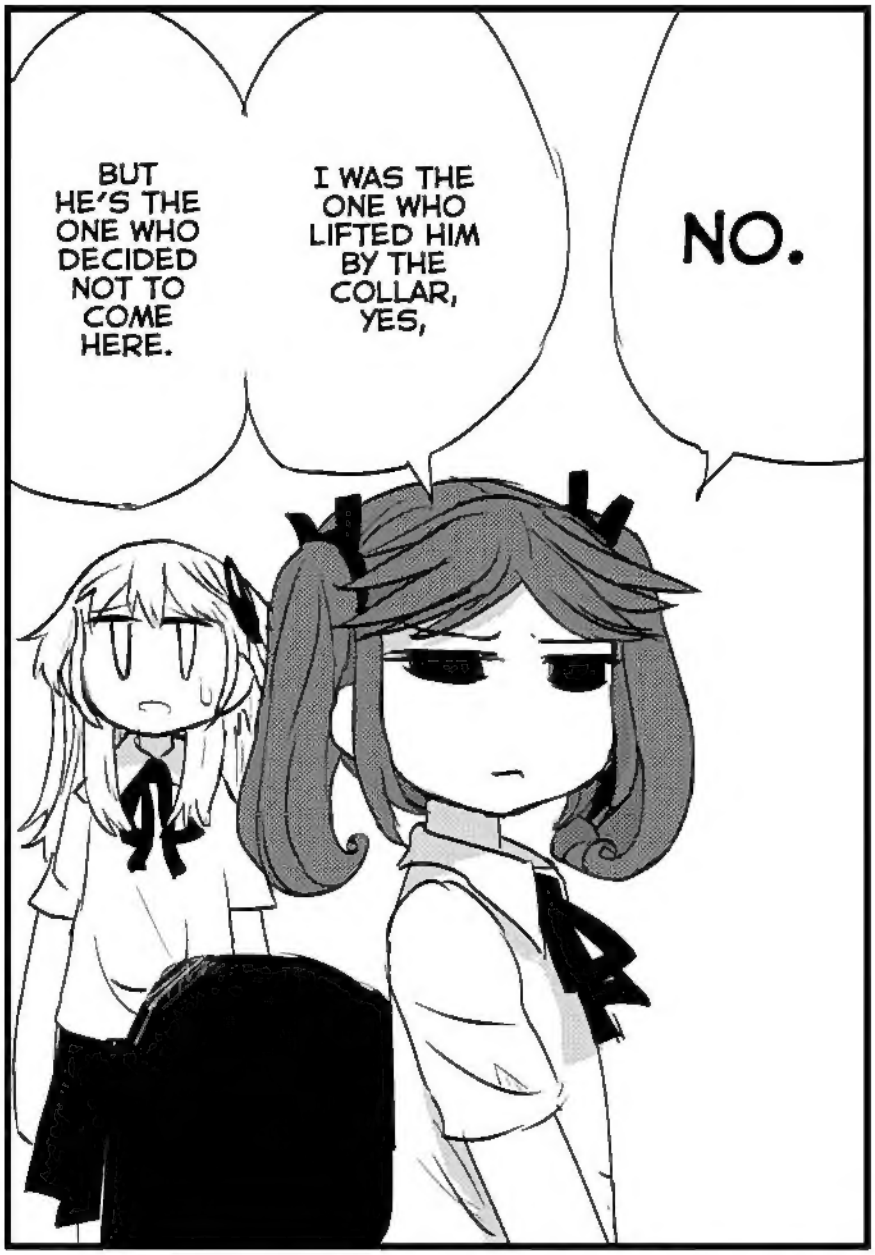
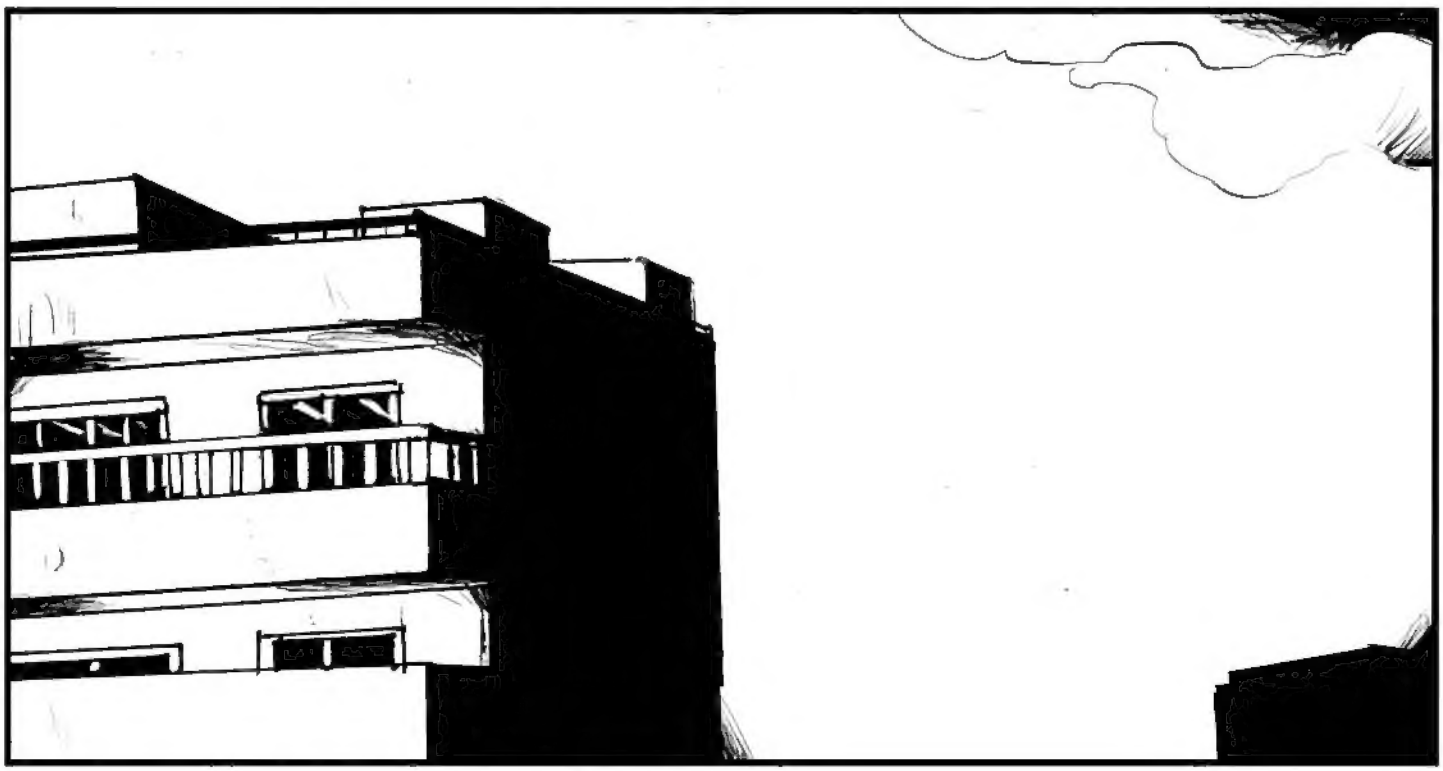

WEEEELL, IT HAPPENED SO SUDDENLY, I WAS AWE-STRUCK...


COME ON, MORI-SHITA-CHAN.
GO AND GET HIM BACK...
YOU JOINED THE CLUB TOGETHER, YOU KNOW?


UH, YOU TOTALLY ARE.
I'M NOT WRONG.



WHAT ARE WE GOING TO DO ABOUT THIS...?
GEEZ... WHAT A MESS.
BEATS ME...


BUT HE'S THE ONE WHO DECIDED NOT TO COME HERE.
I WAS THE ONE WHO LIFTED HIM BY THE COLLAR, YES,
NO.